THE ARCANUM

FANTASY ROLE-PLAYING GAME SUPPLEMENT

SECOND EDITION

THE ARCANUM

By Stephan Michael Sechi and Vernie Taylor

Cover Art:	J. Scott Lee, PEGASUS STUDIOS, Greenwich, Connecticut
Art Direction:	Stephan Michael Sechi
Full Page Art:	Ken Canossi and Katherine McHone
Layout/Graphics:	Stephan Michael Sechi and J. Scott Lee
Typing:	Lydia Rogers and Lauren Schnitzer
Interior Illustrations:	David Cooper/Pete Ciccone, Roy McDonald, Stephan Michael Sechi and Scott Lee
Map:	Joe Bouza

Thanks to the following readers for their contributions to the Second Edition: Roy L. Hoyle, Paul S. DeVolpi, Robert Rosenthal, Phil Deason, Shannon E. Johnson, Lance Dawson, and Greg Johnston.

First Edition © 1984
Second Edition © 1985 All Rights Reserved

Special thanks to the Museum of Cartoon Art, Rye Brook, N.Y.

Contents

INTRODUCTION: THE ATLANTEAN TRILOGY 1
HOW TO USE THE ARCANUM 1
Conversion to the Atlantean System 1
Using The Arcanum as a Supplement 2
The Atlantean World 2

CHAPTER 1: CHARACTER CREATION 5
RACES 5
Humans 5
Aesir 6
Andaman 7
Druas 8
Dwarves 9
Elves 10
Nethermen 11
Zephyr 12
PROFESSIONS 13
Alchemist 14
Assassin 15
Astrologer 16
Boastmaster 17
Bounty Hunter 18
Charlatan 19
Corsair 20
Druid 21
Enchantress/Enchanter 22
Gladiator 23
Harlequin 24
Hunter 25
Mage 26
Magician 27
Martial Artist 28
Monk 29
Mystic 30
Necromancer 31
Paladin 32
Priest 33
Rogue 34
Savant 35
Scholar 36
Shaman 37
Sorcerer 38
Spy 39
Thaumaturge 40
Warrior 41
Witch/Warlock 42
Witchdoctor 43
Witch Hunter 44
Wizard 45
CHARACTER BACKGROUNDS 46
RENOWN 46
MENTAL & PHYSICAL ATTRIBUTES 47
BONUSES FOR HIGH ATTRIBUTES 47
HIT POINTS 48
LIFE AND DEATH IN THE GAME 48
SAVING THROWS (SAVES) 49
ENCUMBRANCE 49
LANGUAGES 50
WEALTH AND POSSESSIONS 50
CHARACTER PROGRESSION BY LEVEL 51
ALIGNMENT 52
SKILLS 52
Common Abilities 53
Background Skills 53
Arts and Sciences 54
Thieving Skills 56
Woodlore Skills 57
Performing Skills 58
Combat Skills 59

COMBAT SYSTEM 63
Offensive Tactics 63
Defensive Tactics 63
Special Combat Rules 64
Ranges for Missile Weapons 65
Magical Weapons 65
Armor 66
CHAPTER II: MAGIC 68
MAGICAL FIELDS OF STUDY 68
SPELL CASTING 68
Counterspells 68
SPELL CASTING AND COMBAT 69
THE BEGINNING SPELL CASTER 69
Levels of Ability and Spell Levels 69
Finding/Acquiring New Spells 69
Learning New Spells 69
MAGICAL RESEARCH AND EXPERIMENTATION 70
ALCHEMICAL RESEARCH AND EXPERIMENTATION 71
Summoning Rituals 71

SPELL LISTS 74
Astrology 79
Black Magic 83
Divine Magic 88
Elemental Magic 93
Enchantment 97
High Magic 102
Low Magic 107
Mysticism 112
Sorcery 116
MAGICAL/ALCHEMICAL PRACTICES 121
Acquiring Magical/Alchemical Skills 121
SIGNS AND SYMBOLS 121
Runes 121
Symbols 122
Alchemical Measures (and related signs and Symbols 124
Alchemical Ciphers 125
Magical & Astrological Ciphers 125
Magical Scripts 126
ALCHEMICAL/MAGICAL MIXTURES 127
Herbal Remedies 127
Philtres 127
Magical Mixtures 128
Herbal Elixirs 128
Toxic Powders 129
Venoms & Poisons 130
Potions 131
Alchemical Dusts 132
ALCHEMICAL/MAGICAL DEVICES 133
Alchemical Devices 133
Scrolls 134
Holy Items 134
Minor Magic Items 134
ADVANCED MAGICAL/ALCHEMICAL OPERATIONS 135
Alchemical Apparati 135
Essences 135
Golems 137
Machina 138
Homonculi & Aqua Vitae 139
Necromantic Rituals 140
Advanced Necromantic Rituals 140
Staves 141
Rods 142
Wands 142
Amulets 143
Medallions 143
Rings 143
Miscellaneous Magic Items 144
Magical Weapons and Armor 145
APPENDIX 147

THE ATLANTEAN TRILOGY

THE ARCANUM is the first volume of Bard Game's new fantasy series, **THE ATLANTEAN TRILOGY.** The series as a whole represents our most ambitious project to date, and was created to be the most complete and detailed fantasy world available on the market.

From a design standpoint, **THE ATLANTEAN TRILOGY** was intended to serve several functions. First and foremost, the Trilogy had to work equally well as a complete system *and* as a series of supplements. To facilitate this two-fold purpose, **THE ATLANTEAN TRILOGY** was designed in a modular format, allowing gamers to pick and choose the material that they want to use or add to their campaign. The Trilogy serves this function quite admirably, for each of the three volumes may be used separately: **THE ARCANUM** offers a wealth of information on magic and alchemy, and contains nearly 500 spells, 27 character classes, several new player/character races, an expanded listing of runes, symbols and magical scripts, as well as optional magic and combat systems. By itself, **THE ARCANUM** may be used as a complete F.R.P. system, a collection of game variants, or as a superior reference book for magic and alchemy. The second volume, **THE LEXICON,** functions as the complete atlas of the antediluvian age. It contains detailed maps of the legendary continents, countries, and cities of the Atlantean World, plus information on trade routes, the history of Atlantis' First and Second Ages, and much more. . . By itself, **THE LEXICON** provides a fabulous background for a fantasy campaign, and may also be used as a parallel world module of exceptional quality. The third book of the series, **THE BESTIARY,** is a compendium of the fantastic beings and creatures of the Atlantean age. It contains over 300 different entries, including the hierarchies of devil and demonkind, rare and unusual mythical beasts, non-human races, tribes, cults, and hard-to-find statistics for a wide variety of wild and domesticated animals. Presented in simple and straight forward form, **THE BESTIARY** can be easily adapted to most F.R.P. games, and makes a strong addition to any fantasy campaign.

The second most important design consideration for the **THE ATLANTEAN TRILOGY** was ease of play. Although the series was designed almost exclusively for experienced gamers, rule sections were kept to a bare minimum. All too often, 'advanced' systems do little more than burden the player and Game Judge with mountains of statistics, modifiers and adjustments. Such is not the case with **THE ATLANTEAN TRILOGY.** The mechanics of both the combat and magic systems are simple to learn and fast-playing, allowing players and Game Judges to spend more time role-playing and less time rolling dice and consulting charts. The objective of this 'minimalist' approach was to add realism where it would be most useful to the gamer; not with long-winded and time-consuming rule sections, but with an abundance of interesting and colorful background material designed to give players a real feel for their characters (after all, the object of the game is *role*-playing, not rule-playing).

Which leads us to the third objective of **THE ATLANTEAN TRILOGY:** to create a believable fantasy world for players to adventure in. A great deal of research went into the history (and reputed histories) of the antediluvian age. The Atlantean histories/theories of Plato, Cayce, Spence, DeCamp, Churchward and many others were consulted, along with dozens of books on lost civilizations, ancient archaeology, and magic. Mixing fact with legend and scientific speculation, the Atlantean World slowly began to take form. The result, we believe, is a fantasy world that rings with an unprecedented authenticity. The places, the people, and the fantastic creatures which appear in the volumes of **THE ATLANTEAN TRILOGY** were all either real or, at one time, believed to be real. Some fictional material was, of course, added for game purposes, but practically nothing was added unless it had some basis in fact or legend. In a sense, we (like so many others before us) have written yet another Atlantean theory, replete with our own ideals and dreams. It is called **THE ATLANTEAN TRILOGY,** and we think you'll like it.

HOW TO USE THE ARCANUM

The Arcanum may be employed as a complete F.R.P. game system, or as a collection of rule variants which can be used to supplement the game you already play.

In the first instance, there should be little difficulty entailed in substituting Atlantean system rules for combat, magic, etc. for another game system's rules. Converting favorite characters or N.P.C.s from other game systems may require a bit of figuring, therefore the following suggestions should be considered:

CONVERSION TO THE ATLANTEAN SYSTEM

1) ***Determine The Character's Profession:*** with most games, this will not be too difficult, though a bit of compromising will probably be necessary. The simplest method is to compare the character's abilities to the list of professions found in Chapter II, and pick the profession which most closely represents your character's own skills, motivations, and abilities. Spell casters may find that they have more than one possible choice of professions in the Atlantean system, so consulting the spell lists in Chapter III is advisable. In any case, *the player* should be allowed to choose his or her character's profession, and *the Game Judge* should make necessary adjustments as he or she sees fit.

2) ***Determining Level of Ability:*** If your old game uses the level of ability/experience point system, you will have little problem with this conversion. The first thing to do is to convert to Atlantean system experience points. Do this according to the character's level of ability, using a rough estimate (1/4, 1/2, etc.) for characters who are "in between levels." Characters who are rated as "dual-classed" (according to Atlantean system rules) need not be penalized unless the Game Judge feels that conversion to the Atlantean system greatly *increases* the character's power and abilities. If such is the case the character's *level of ability* may be *lowered* by up to 1/4 to accomodate game balance. Monks, Assassins, and Paladins, who are considered dual-classed characters in the Atlantean system, may be required to make such a compromise.

   If your game system does not use levels or experience points as indicators of ability, conversion to the Atlantean system could be a bit trickier. To start with, the Game Judge should compare the character's % ability ratings to the most similar Atlantean % skills. Working together, the player and Game Judge should then make a fair estimate of the character's relative ability or power (as compared to other characters in your game system), and consult the following table:

Relative Ability	Atlantean Level of Ability
Beginner	1
Novice	2-4
Average	5-7
Above average	8-9
Powerful	10-11
Very powerful	12-15
Superior	16+

   Once the character's level of ability has been established, adjustments can be made for known skills, and experience points can easily be determined.

3) ***Adding New Skills, Spells, etc.:*** In the Atlantean system, characters may learn skills that fall outside the realm of their chosen profession by expending experience points to acquire them (in effect, characters can use experience points to "buy" these new skills). By the same method, spell casters can learn spells that are outside their chosen field of magical study.

Players who wish to convert characters from another game to the Atlantean system do *not* have to expend experience points for any "extra-currcular" skills or spells which the established character *already* knows. The Game Judge can simply make whatever adjustments are necessary for differences in terminology, spell types, % ability ratings, etc. It is also possible for newly-converted characters to aquire extra-curricular skills or spells *prior* to the start of their actual Atlantean career, if desired. To do so requires the converted character to accept certain penalties, however, as follows:

- Acquiring one new skill: Deduct 1/2 level in experience points.
- Acquiring one new spell: Deduct 1/4 level in experience points.

Note: This special rule is included *only* to give newly-converted characters a chance to acquire extra-curriccular spells and skills that they *could have* learned had they begun their careers in the Atlantean system. Game Judges should allow each converted player/character only *one* opportunity to make this type of adjustment, after which the normal rules for acquiring new skills/spells should be adhered to (see Chapter II for details on these rules).

USING THE ARCANUM AS A SUPPLEMENT

As stated earlier, The Arcanum may also be used as a supplement to your favorite game system. If the Arcanum is to be employed in this manner, the following suggestions may be helpful when considering which rule variants to add to your campaign:

Character Backgrounds: The Arcanum's simple rules for filling in each character's background and history can be used to give player/characters a better feel for their game personas.

Renown: The renown factor can be used as a "reaction die roll" in certain circumstances, and provides a player/character with a measure of his or her game personas' relative fame, reputation, etc.

Speed: The Speed attribute may be used as a determination in "surprise" situations, and as the measure of a character's actual speed afoot.

Perception: This attribute may be used as the determinant in any situation where individuals are attempting to locate hidden dangers, lost articles, etc.

Hit Points: The Arcanum's lower hit point system can be adopted to keep high level characters at more manageable H.P. levels. The "*Life and Death*" rules can also add a different perspective to the game.

Saves: The Arcanum's saving throw system can be adapted to emphasize the importance of each individual's physical and mental attributes (rather than their profession) when attempting to resist the effects of magic, overcome obstacles, elude danger, etc. The rules for inanimate object saves can be used to speed up play and illustrate the advantages of using equipment and goods of high quality.

Experience Points: If your game system uses experience points, the +10% x.p. bonus rule for good role-playing (instead of high attributes) can be a very useful addition to your campaign.

Professions/Races: The Arcanum features a number of new professions and player/character races which may be added to other campaigns.

Skills: With certain adjustments, new skills may be made available to player/characters or N.P.C.s in almost any game system.

Spells and Magic Items: The spells and magic items listed in The Arcanum may be easily adapted to almost any F.R.P. system, and can be used to add variety to any ongoing campaign.

Magical/Alchemical Operations: The addition of any of these operations to an existing campaign should be a simple matter. Chance of success may be altered, if desired.

Appendix: There is a great amount of material in this section that may be adapted to practically any F.R.P. game, including the lists of equipment, alchemical/magical scripts and symbols, spell cards, etc.

THE ATLANTEAN WORLD

The following outline of ***The Atlantean World*** is intended for use by players and Game Judges who would like to run an Atlantean campaign. More complete information on the history, peoples, culture, and geography of the Atlantean World may be found in Volume II of The Atlantean Triology, ***The Lexicon***.

Setting: The Atlantean Triology is set in a period of earth's ancient past, known as the Second Age. Though scholars are in disagreement concerning the exact date of this period, most concede that the Second Age occurred sometime between 15,000 - 12,000 B.C. Because the Second Age came to an end around the time of The Great Flood, this period is often referred to as the Antediluvian ('Pre-Flood') Age.

LANDS OF THE ANTEDILUVIAN AGE

Atlantis: Although the fabled First Kingdom of men once colonized and ruled much of the known world (during the period known as the First Age), Second Age Atlantis is generally considered to be an empire in decline. The Great Cataclysm which brought an end to the halcyon First Age also caused the collapse of the mighty Atlantean Empire. After the Cataclysm, the Atlanteans rebuilt their ravaged cities, but have since been unable to regain their former position of eminence in world affairs. Even so, Second Age Atlantis is respected for its powerful navy, and for its fair system of government.

Antilla: Antilla is less a continent than a gigantic mass of vegetation deposited by ocean currents around a chain of small islands. Crisscrossed by a vast network of 'canals', Antilla is the ancestral home of the race of mer-folk known as the Tritons. Many First Age vessels are said to have been lost in the seaweed-choked waters surrounding this strange land.

Alba and Iber: Known as the 'Faery Isles', these two islands (corresponding respectively to England and Ireland) are home to the races of faery folk known as the Sidhe (pronounced 'shee'). The high-eleven city of Avalon and the Druidic temple of Stonehenge are both located on Alba.

Anostos: Anostos is inhabited by an evil race of giants known as the Fomorians. Here are found the two magical waterways known as the River of Pleasure and the River of Grief. The Atlanteans of the First Age once colonized this rugged land, though few men are believed to dwell there now.

Eria: This continent (corresponding to North America) is the home of the red-skinned Erian peoples. Though the Erian clans once united in order to thwart the Atlantean colonists of the First Age, the tribes have long since returned to their traditional, independent ways.

Gondwana: The vast continent of Gondwana (corresponding to Africa) is home to many different cultures, including the Kingdoms of Ophir (traders in gold and ivory) and Quaddan (ancestors of the early Egyptians).

Hesperia: Hesperia is the land of the Amazons, a race of women warriors renowned for their courage and skill in battle. Hesperian males comprise the bulk of this country's work force, but are generally prohibited from holding positions of importance in the military or government.

Hyperborea: Hyperborea is the native land of both the dwarves and the trolls. Generations of warring over the ore-rich Rhiphaen Mountains have weakened these two ancient races, and allowed several human tribes (most notably the Cimmerians and the sea-faring Vanir) to establish themselves in the northernmost regions of this land.

Jambu: The continent of Jambu (corresponding to Asia) is home to many different peoples, and to the advanced cultures of Khitai (predecessors of the ancient Chinese Empire), Dravidia (ancient India), and Himvati (ancient Tibet). Despite its ties with the western trade capitals of Sheba and Acheron, Jambu has long been regarded as a land of great mystery.

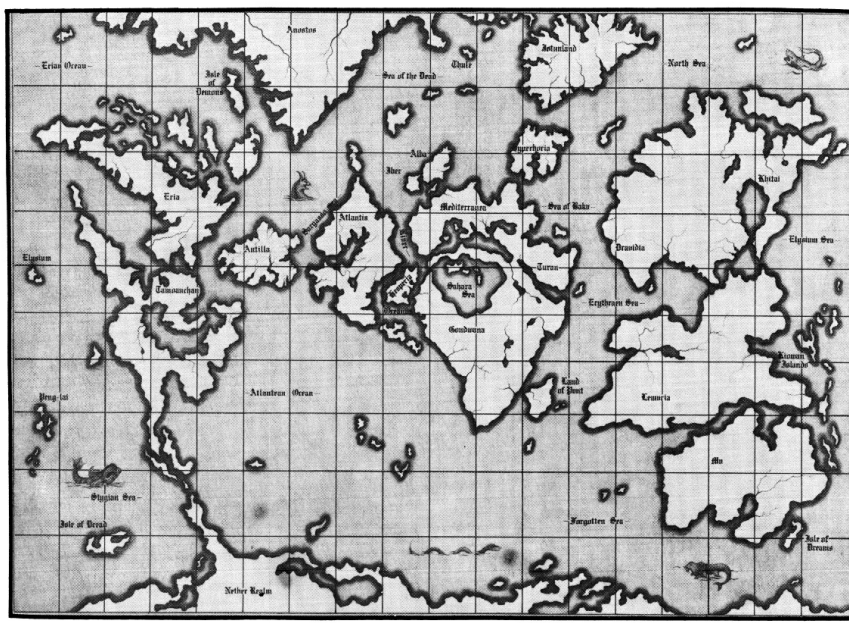
Jotunland: This frozen wasteland is inhabited by the Jotun, a warlike race of frost giants. The Jotun occasionally venture forth in great dragon ships, raiding the coastlines of Hyperboria and northern Mediterranea.

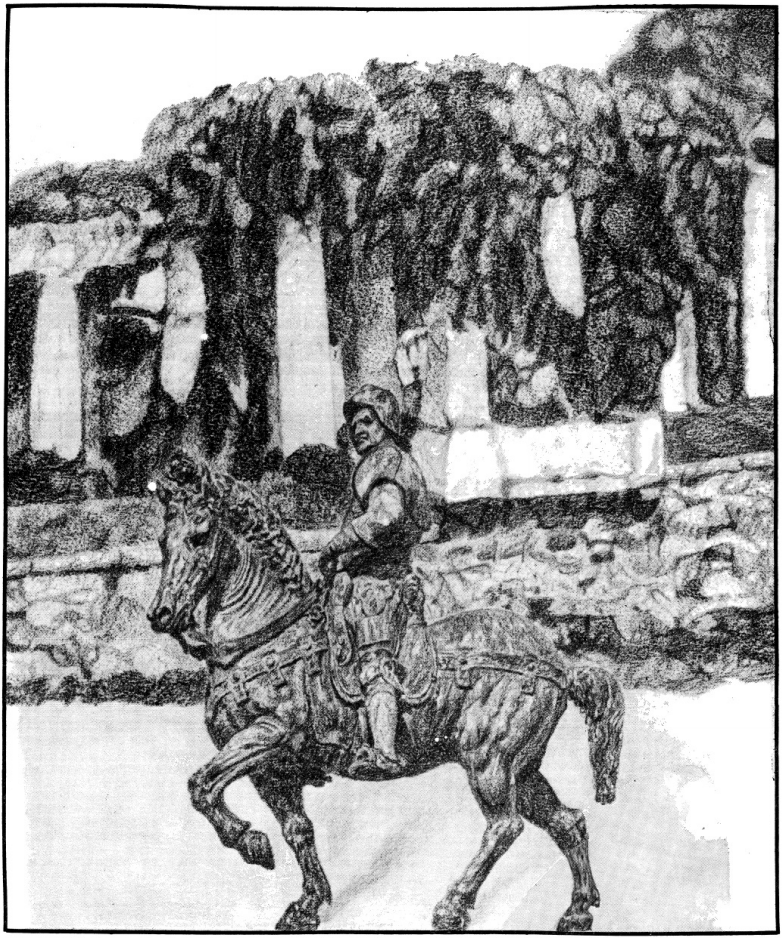
Lemuria: Lemuria is a vast continent of jungle and volcanic rock. It is inhabited by the ape-like Lemures (ancestors of the human races) and a variety of strange and dangerous creatures. The continent is rich in precious metals, rare herbs, and plants.

Mediterranea: Mediterranea is the native land of the once-powerful Goblin races, most of whom now dwell only in the Black Forest. A number of human and humanoid groups have settled in this region, which is primarily still a wilderness area. The exception is the country of Tarshesh (in what is now part of Spain); here Tartessos, a former Atlantean colony of the First Age has developed into a thriving trade center. It is rightly said that one can buy anything in the city of Tartessos, where corruption and black marketeering are common facts of life.

Mu: Mu is a desolate continent, inhabited mainly by the Naga (serpent-men) and their avian rivals the Zephyr. Like Lemuria, Mu is a veritable treasure trove of natural resources, and is especially rich in gemstones, herbs, and spices.

Tamoanchan: Known as the 'Land of Mists', Tamoanchan was once occupied by the Atlanteans. In its jungles are said to be the ruins of several First Age cities, long since abandoned by their Atlantean builders. Several human tribes now inhabit the continent, ranging from primitive headhunters to the more advanced Nazca and Taracuan peoples.





CHAPTER 1

CHARACTER CREATION

The following outline may be used in whole or in part as a guide to the creation of player or non-player characters (more detailed information can be found under the appropriate sub-headings). If desired, players may make photo copies of the character sheet located in the appendix at the end of this book.

1. Choose the character's *RACE, PROFESSION* and *ALIGNMENT* noting any racial restrictions or special abilities that may apply. Also note whether the character is a member of a single-classed or dual-classed profession. Review the *SKILLS* listed for the character's chosen profession, but see #2 before choosing between any options which may be available.

2. Choose a *background* for the character, and choose the two *BACKGROUND SKILLS* gained as a result of the character's early (pre-game) career. If the *RENOWN* factor is to be used, figure the character's initial renown rating.

3. Choose the character's *PHYSICAL AND MENTAL ATTRIBUTES*, keeping in mind racial maximums and minimum attributes as they pertain to the character's race and profession. Note any *BONUSES FOR HIGH ATTRIBUTE SCORES* if applicable.

4. Determine the character's *HIT POINTS, SAVES,* and *ENCUMBRANCE* rating.

5. Determine the character's current *wealth*, and equip the character as desired.

6. Determine the character's *appearance* according to how *you* envision your role-playing persona. The only restrictions here are those that apply with regard to the character's race. If desired, a few brief notes on the character's personality may be added to the character sheet. Details on the character's past history and/or motivations may be added, though players should work with their Game Judge on such biographical sketches.

RACES

In the Atlantean world there are 8 races of humanoid beings which may be used as player/characters in the game. In the following section, each of these races is described using the following format:

MAXIMUM ATTRIBUTE SCORES: This is a listing of the racial maximums for each of the 8 character attributes (STR, INT, DEX, etc.)

RACIAL ABILITIES: This is a listing of the specific abilities (if any) possessed by members of the race in question.

SIZE: This is an indicator of the average height and weight for both male and female members of the race in question.

LIFE SPAN: This is an indicator of the average life expectancy for members of this race. Four age ranges are listed:

Young adult, Mature adult, Middle-aged, Venerable.

PROFESSIONS: This is a list of the type of professions which members of this race are able to pursue. Note that racial attribute maximums and other factors may prohibit certain races from pursuing certain professions.

HUMANS

Humans are the most common and populous of the humanoid races, and are found throughout the known world. While the majority of humans tend to center around coastal cities, towns, and villages, scattered tribal groups and clans can be found living even in the furthest inland areas.

Humans often vary greatly in appearance, with no mean or average features being apparent with regard to members of this race. Skin coloration ranges from pale white to blue-black, while hair color ranges from white to yellow, red, brown and black.

The success of the human species is generally attributed to their ability to easily adapt to a wide range of terrain and climatic conditions. Though relatively short-lived, humans reproduce at a much faster rate than any of the other humanoid races, and large families are relatively common.

Humans get along fairly well with most of the other humanoid races, but generally evince a strong disliking for nether folk and (in some case) a superstitious dread of the Druas peoples. Most of the other humanoid races get along reasonably well with humans (predjudice is almost exclusively a human vice), but tend to be baffled by the unpredictably emotional behaviour of the human species.

MAXIMUM ATTRIBUTE SCORES

18 is The Maximum for all Attributes

RACIAL ABILITIES

None

SIZE

Male	***Female***
Height: 4'6" 8"	**Height:** 4' - 6'4"
Weight: 80-300+ lbs.	**Weight:** 70 - 200+ lbs.

LIFESPAN

Young Adult:	14-25
Mature Adult:	26-40
Middle-Aged:	41-65
Venerable:	66-80+4d6

PROFESSIONS

Humans May be Members of Any Profession

AESIR (ay-zeer')

The Aesir are a giant race of humanoids found in certain hilly and mountainous regions throughout the known world. They are descended from the Jotun (frost giants), but are generally smaller and more intelligent than their fierce ancestors.

By human standards, Aesir are towering in stature. They are often described as "wild-eyed" in appearance, and can look quite menacing when angered. Their skin coloration ranges from tan to dark brown or black, with hair ranging in color from light brown to auburn.

Aesir have relatively short life spans, but their bodies do not weaken with age as most humans' do (tales of 70+ year old Aesir warrior chieftains leading their clans into battle are quite common). Though Aesir reproduce with almost the same frequency as humans, the infant mortality rate for their race is inexplicably high (40%). As a result, their clans are generally close, but few in number.

More so than any other race, the Aesir are deeply emotional, and their moods tend to run to the extremes. If an Aesir is happy, he will roar with laughter; if saddened, he will mope about for hours on end. Though slow to anger, the wrath of an Aesir is most frightening to behold. Conversely, Aesir rarely hold a grudge for long, and have no ill feelings towards any of the other humanoid races. (In fact, they are quite fond of Dwarves, whom the Aesir call their "little brothers.")

Aesir revel in battle, and are amongst the fiercest of warriors. They have a great hatred of trolls and ogres, and often war against tribes and clans of such creatures. Aesir have their own shamans, but otherwise have little talent for magic. As they love the sea, they will sometimes take work as sailors, marines, or even corsairs.

Note: Although Aesir have certain obvious advantages over individuals of other races, there are disadvantages to being giant as well. The great size of these beings prohibits them from using most standard types of armor, equipment and even certain weapons (Aesir are, for instance, much too brutish to use bows or slings). Also, only the largest (and most expensive) war horses can handle an Aesir's weight without collapsing.

RACIAL ABILITIES

+ **2 Saves vs STR**
+ **1 Damage per attack (Due to great size)**

MAXIMUM ATTRIBUTE SCORES

STR : 19
SPD : 12
DEX : 14
CON : 18
INT : 14
WILL : 18
CHA : 18
PER : 16

SIZE

Male	*Female*
Height: 6' 10" - 7' 10"	**Height:** 6' 8" - 7' 6"
Weight: 280 - 450+lbs.	**Weight:** 260-400+lbs.

PROFESSIONS

Warrior **Corsair** **Shaman**
Gladiator

LIFE SPAN

Young Adult:	12 - 20
Mature Adult:	21 - 60
Middle-Aged:	61 - 70
Venerable:	71 - 74 + 1-6

ANDAMAN (ahn-da'-men)

The Andaman are a race of humanoids believed to have been created by the Atlantean sorcerers of the First Age. Once said to be quite numerous, the so called "beast-men" are now a dwindling race.

There are several distinct sub-species of Andaman, each created through numerous attempts at cross-breeding and magical experimentation. The most common are the lion-men, jackal-men (sometimes called gnolls), wolf-men, leopard-men (called Agioto), tiger-men and panther-men. Regardless of type, all Andaman have humanoid, fur-covered bodies and the heads and visages of their animal counterparts. While they posess sufficient manual dexterity for weapon use, Andaman are also capable of attacking with claws and bite (instead of weapons).

In the wilds, Andaman often live in prides or packs of 4-20 individuals. They prefer plains and savannahs to other types of terrain, and usually live in huts made of woven grasses. As they are creatures of magical origin, Andaman reproduction is erratic at best. While female Andaman will usually give birth to a litter of 1-4 cubs once per year, there is a 50% chance that each of the young will be animal, not an Andaman. Thus it is believed that the Andaman are slowly breeding themselves into extinction.

Andaman are generally grim by nature, tending to be impassive unless aroused to anger. They are fiercely loyal to their companions, and are savage fighters (with or without weapons). Although Andaman do not like the scent of Nethermen, they bear no ill feelings towards any of the humanoid races. Some Andaman do, however, have a deep hatred for Atlanteans and (especially Atlantean sorcerers). Like their bestial ancestors, they have no spell casting abilities whatsoever.

MAXIMUM ATTRIBUTE SCORES

STR	18
SPD	19
DEX	18
CON	18
INT	14
WILL	16
CHA	16
PER	19

RACIAL ABILITIES

Night Vision
Keen Hearing: Excellent within 100 ft.
Natural Weaponry: Bite 1-4, Claws = 1-3 ea.*
Tracking by Scent: 75% chance of success
+1 Saves vs SPD, Move Silently: 75%
Ability to Speak with Animal Type They Resemble
+1 Saves vs PER

*Andaman may attack with a bite and 2 claw attacks when fighting without weapons *only*.

SIZE

Male	*Female*
Height: 6' - 6'6"	**Height:** 5' 10" - 6' 4"
Weight: 180 - 240 lbs.	**Weight:** 140 - 200 lbs.

LIFE SPAN

Young Adult	12 - 28
Mature Adult	29 - 38
Middle-Aged	39 - 55
Venerable	56-70+2d12

PROFESSIONS

Beastmaster	**Gladiator**	**Bounty Hunter**
Hunter	**Corsair**	**Spy**
Rogue		**Warrior**

DRUAS (droo'-ess)

The Druas are the most mysterious and least understood of the humanoid races. At best, the origin of the Druas species is uncertain; scholars have alternately ascribed to the theory that the Druas are descended from the Korupira (a race of forrest dwellers, also called "Banes"), or are a cross-breed of elves and either devils or demons. Still others have speculated that the Druas are the last remnants of the fabled "first race" of humans who once dwelled on the dark continent of Mu. Further confusing the issue is the fact that of all the humanoid races, only the Druas have no apparent homeland or territory of their own.

While individuals and small groups of Druas are found scattered throughout the world, they seem to have no homogeneous cultural or religious ties. A popular folk tale of the dwarves says that the Druas once had an ancestral homeland called Talislantis, which sunk beneath the waves after the first cataclysm. According to the dwarves, the Druas are destined to "wander the world over, until Talislanta again rises from the sea."

In stature, Druas generally resemble elves or nymphs, and exhibit the same grace and ease of movement as most of the sidhe (faery folk). All have coal-black skin and white hair, with no facial hair of any kind. Their eyes are steel-gray, with the irises typically being flecked with traces of silver. A Druas' stare is said to be most disconcerting, and has led some superstitious folk to claim that Druas possess "the evil eye."

In temperment, Druas are perhaps like no other humanoids. Most seem preoccupied or lost in thought (as if dreaming), even when engaged in conversation. Although most Druas tend towards the neutral alignments, chaotic and lawful evil groups (or cults) of Druas are known to exist. Druas, in fact, possess a natural affinity for the mystic arts, all of these folk having certain innate psychic abilities (see Racial Abilities). Like elves, Druas also have very long life spans.

MAXIMUM ATTRIBUTE SCORES

STR : 16
SPD : 18
DEX : 18
CON : 16
INT : 18
WILL : 19
CHA : 16
PER : 19

RACIAL ABILITIES

+2 saves vs PER
+ 1 saves vs WILL
Infra vision
Sending*

*this is the psychic ability to send a telepathic message (to one person only) of up to seven words. Druas may only use this ability once per day. Range is unlimited, though Sending is not possible between different dimensions.

SIZE

Male	*Female*
Height: 5'6" - 6'2"	**Height:** 5'4" - 6'
Weight: 120 - 170 lbs.	**Weight:** 80 - 130 lbs.

LIFE SPAN

Young Adult	30-125
Mature Adult	126-500
Middle-Aged	501-700
Venerable	701-800+

PROFESSIONS

Bounty Hunter	**Rogue**	**Hunter**
Warrior	**Martial Artist**	**Witch/Warlock**
Monk	**Witch Hunter**	**Mystic**
Mage	**Wizard**	**Savant**

DWARVES

Dwarves are the most civilised of the subterranean races, and are amongst the oldest of the humanoid peoples. They are found throughout the known world, but tend to congregate mainly in mountainous regions. A few small clans are said to be island dwellers, but they are quite rare, to say the least. Wars with the trolls and goblins have drastically reduced the dwarven population, so that few large clans are believed to exist today.

Dwarves are generally short and heavily built, with plain features and dark brown eyes. Skin coloration ranges from tan to a ruddy reddish-brown or black, with either auburn, brown or black hair. As both males and females are bearded, facial hair is considered a mark of great distinction amongst these folk (the longer the beard, the better).

Like elves, dwarves are long-lived, and produce few offspring. They are dour and hard-working by nature, having little interest in merry-making except when strong drink is available. Superior miners and smiths, dwarves have a great liking for precious stones and metals, and any dwarven settlement will always have a good forge and at least one well-worked mine.

Dwarves are on fairly good terms with all the humanoid races except the Netherfolk, who (being related to the goblin race) are regarded with great suspicion by dwarvenkind. They are especially fond of the Aesir, who have aided them in their wars against the Trolls.

MAXIMUM ATTRIBUTE SCORES

STR : 18
SPD : 16
DEX : 16
CON : 19
INT : 18
WILL : 18
CHA : 16
PER : 18

RACIAL ABILITIES

Infra vision
Identify rocks and minerals (95%)
Detect unsafe stonework (save vs. INT)
+1 saves vs CON
Natural talent for mining, stone cutting
Additional language: Dark Tongue (language of goblins, trolls, etc.)

SIZE

Male	***Female***
Height: 4'4' 10"	**Height:** 3' 10"4' 8"
Weight: 120-160 lbs.	**Weight:**100-140 lbs.

LIFE SPAN

Young Adult:	50-150
Mature Adult:	151-300
Middle-Aged:	301-500
Venerable:	501-600+

PROFESSIONS

Magician
Scholar
Savant
Warrior
Priest
Shaman
Rogue
Thaumaturge

ELVES

Elves are the eldest of the humanoid races, and the most civilized of the sidhe (or faery folk). Thought quite numerous during the First Age, the race of elves has slowly dwindled in the face of human expansion. Even so, colonies of elves can still be found in certain forests (wood elves), mountains (mountain elves), and seas (aquatic elves). A sea-faring race of elves (the high elves) is also known to exist, and are said to be builders and skilled navigators.

Elves are typically slender in build, with fine features and bright green or blue-green eyes. Skin coloration ranges from pale white (high elves) to tan (wood elves), with hair ranging in color from golden yellow to light brown. The majority of elves are both striking and statesque in appearence, exhibiting a grace not generally found amongst the members of other races.

By human standards, elves have incredibly long life spans, most living well past 800-900 years of age. In spite of their long life spans, elves are not prolific, and it is rare for an elven couple to have more than one or two offspring. The low birth rate of elves has certainly contributed to the declining population of this ancient race.

Perhaps because of their remarkable life spans, elves rarely act in a rash or hasty manner. Few show any outward signs of emotion even when under great duress. It is said that an elf will never forget a kindly act, and will never forgive an act of agression until a measure of justice (or vengeance) has been gained. It is for this reason that elves have a great dislike for the nether folk, who are related to the traditional enemies of the sidhe, the goblins. Though elves and dwarves have little in common, there is no great animosity between the two races, nor are elves predjudiced towards any of the other humanoid groups.

Elves have a natural affinity for magic and many of their folk are members of the magical professions. High elves in particular often pledge themselves to a patron Deity or demi-god, becoming paladins and champions of their peoples.

MAXIMUM ATTRIBUTE SCORES

STR : 16
SPD : 18
DEX : 19
CON : 15
INT : 18
WILL : 16
CHA : 18
PER : 19

RACIAL ABILITIES

Infra-vision
+1 Saves vs PER
+1 Saves vs DEX
Additional Language: Sylvan (language of the faery folk)
+1 Saves vs CHA

SIZE

Male	*Female*
Height: 5'6" 2"	**Height:** 5' - 6'
Weight: 120-160 lbs.	**Weight:** 90-130 lbs.

LIFE SPAN

Young Adult:	150-250
Mature Adult:	251-600
Middle-Aged:	601-800
Venerable:	801-900+

PROFESSIONS

Thaumaturge	**Witch/Warlock**	**Rogue**
Paladin	**Magician**	**Spy**
Wizard	**Scholar**	**Warrior**
Enchantress/Enchanter	**Hunter**	**Priest**
Sorcerer	**Bounty Hunter**	**Witch Hunter**

NETHERMEN

Nethermen are not a true race of beings, but are a cross between humans and goblins. Though occasional interbreeding between the two species has helped maintain the relatively small Nethermen population, the majority of Nethermen are descended from the hybrid stock created by the Atlantean sorcerers of the First Age.

Nethermen basically resemble humans in stature, but have a tendency to be more muscular and less agile than homo sapiens. Like goblins, their skin coloration ranges from tan to yellow/green, brown, or black (mottling, a fairly common characteristic of goblins, is generally not seen amongst Nether folk). Nethermen also have the deepset eyes of their goblin ancestors, and the same "reverse" eye coloration (black with white pupils). Infra-vision is present in about 95% of the species.

Nethermen have fairly short life spans. As they are not a true species, fully 60% of both the males and females are sterile, and are unable to reproduce. For this reason the race of Nethermen, like the Andaman, seems slowly headed towards extinction. Despite this fact a number of nomadic clans still exist in various regions throughout the known world. All are warlike in nature, though not all are hostile to humans. For this reason, Nethermen are tolerated in most areas of human civilisation.

Generally speaking, the Nether race has unfortunately "inherited" the worst traits of both their human and goblin ancestors. Although there are exceptions, most Nethermen are prone to be violent, cruel, and cunning, and have no great liking for any of the other humanoid races. As a race they have little talent for magic, most being skilled as warriors, spies, rogues and (rarely) assassins. Certain tribes of Nethermen have their own shamans (their power animals will *always* be wolves).

MAXIMUM ATTRIBUTE SCORES

STR : 18
SPD : 18
DEX : 16
CON : 18
INT : 15
WILL : 15
CHA : 14
PER : 18

RACIAL ABILITIES

Infra-vision (95% chance to possess this ability)
+1 saves vs Strength

SIZE

Male	*Female*
Height: 5'10" - 6'2"	**Height:** 5' 6" - 5'10"
Weight: 150-225	**Weight:** 120 - 145

LIFE SPAN

Young Adult	14-28
Mature Adult:	29-40
Middle-Aged:	41-55
Venerable:	56-65+2d6

PROFESSIONS

Assassin	**Witchdoctor**	**Bounty Hunter**
Shaman	**Rogue**	**Spy**
Gladiator	**Corsair**	**Warrior**
Hunter	**Necromancer**	

ZEPHYR (zef'-er)

The Zephyr are a winged race of humanoids native to the dark continent of Mu and certain isolated areas of Lemuria. Never great in number, the Zephyr population has steadily dwindled since the first cataclysm, so that only a few hundred of these avians are believed to exist in the current Atlantean age.

Zephyr are hollow-boned and slight of stature, and are built to allow for speed and maneuverability in the air. Compared to the other humanoid races they are not strong, and can carry only 1/2 their usual encumbrance total while airborne. Skin coloration ranges from gold to a coppery brown, with hair ranging from yellow to bright red. Zephyr literally have eyes like a hawk's, and can see fine details at ranges of up to one mile. A full-grown Zephyr has a wingspan of over 20 ft., and can remain airborne for up to one hour (per level of ability) before needing to rest. The wings themselves are remarkly flexible, and can be "folded" almost flat against a Zephyr's body if desired (95% undetectable if a large cloak is worn). A full round is required in order for a Zephyr to fully spread his or her wings from a folded position and become airborne.

Though Zephyr will sometimes live in civilised areas, most prefer living in aeries (nests made from elaboratly-woven reeds and grasses), far from the claustrophibic confines of human cities and villages. The lifespan of these humanoids is appallingly short, though they reach young adulthood at a fairly early age. Zephyr couples will usually produce only one child in their short lives.

Zephyr are typically high-strung and sensitive by nature. They have no outright predjudices against other humanoid races, and are in turn much admired for their beauty, grace, and singing voices. All Zephyr have a peculiar loathing for reptiles and snakes, who, along with the Naga (a race of serpent-folk), are their greatest enemies.

Even though Zephyr are unable to wear armor of any sort, they are renowned as warriors (primarily for their skill with the short bow, javelin, and sling). Their priests revere the old God Vania (the Dove), whom the Zephyr claim as their creator, but otherwise the Zephyr have no knowledge of magic.

MAXIMUM ATTRIBUTES

STR	14
SPD	18 (2x while flying)
DEX	18
CON	14
INT	18
WILL	16
CHA	19
PER	19

RACIAL ABILITIES

Flight*
Keen Eyesight (see fine details up to 1 mile distant)
+1 to hit with any missile weapon
+1 Saves vs PER and CHA

*Zephyr cannot fly if they have been wounded for more than *two-thirds* of their total hit points.

SIZE

Male	*Female*
Height: 5'-6'	**Height:** 5' - 6'
Weight: 80-120 lbs	**Weight:** 70-110 lbs.

LIFE SPAN

Young Adult:	10-30
Mature Adult:	31-50
Middle-Aged:	51-55
Venerable:	56-58

PROFESSIONS

Hunter	**Scholar**
Spy	**Rogue**
Enchantress/Enchanter	**Priest**
Bounty Hunter	**Warrior**

PROFESSIONS

LIST OF CHARACTER PROFESSIONS

In the following section each character profession is presented under the following format:

DESCRIPTION OF PROFESSION

Minimum Attributes: This is a listing of the minimum mental and/or physical attributes which an individual must possess in order to be a member of this profession.

Alignment: This signifies the code of ethics or moral standards which members of this class generally adhere to. In the Atlantean System, only priest, paladin, and necromancer player/characters need be strictly concerned with alignment (other player/characters should use alignment as a guide to role-playing their game personas).

Combat Capabilities: This denotes the degree of fighting skill which the average member of this class will possess (see Chapter II: Combat Ratings).

***Note: All* characters in the Atlantean System are initially allowed *1* attack per round; *Highly Trained* and *Skilled* fighters gain additional attacks per round as they progress in level of ability.**

Special Abilities: This is a listing of the special abilities (if any) which members of this class possess.

Class: This is simply an indicator of whether members of this profession are *single-classed* or *dual-classed characters.*

Skills: This is a listing of the various skills which members of this profession *already* will possess at first level, and those which they will naturally acquire as they continue to practice their profession and progress in level of ability. Note that *all* characters in the Atlantean System can learn additional (extra-curricular) skills by expending experience points to acquire them (see Chapter II: *Skills*).

Single and Dual-classed Professions:

1 **Single-classed Professions:** Members of any single-classed profession can concentrate primarily on a single area of expertise, such as combat, thievery, the priesthood, etc.. Full credit is always given for any experience points (X.P.) gained.

2 **Dual-classed Professions:** Members of any dual-classed profession have 2 separate areas of expertise which they must concentrate on. As a result, a greater number of X.P. must be expended for dual-classed characters to advance upwards in level of ability.

CHANGING PROFESSIONS

As it is assumed that acquiring first level ability in *any* profession takes several years, it is *not* possible for a character to change professions (unless the player/character is willing to retire from adventuring for three or more game years in order to learn a new profession). It is possible, however, for *dual-classed* characters to discontinue one of their two areas of expertise and "major" in the remaining field (thereby becoming a single-classed character).

ALCHEMIST

Alchemists are practitioners of the physical and metaphysical doctrines of the science known as Alchemy. Though alchemists are not spell casters, they are able to utilize scientific principles (and the metaphysical ability known as *Projection of Will*) to create substances which have magical properties.

All first level alchemists are considered to have spent a minimum of seven years apprenticing under a qualified master. During this time, the aspiring alchemist will have learned the basic skills involved in the preparation of ingredients, standard laboratory procedures, and such varied fields of study as Metalurgy, Horticulture, and Naturalism. Long hours will be spent studying the properties of herbs, metals, and gemstones, the classification of animal ingredients, and the deciphering of magical and alchemical scripts. When the aspiring alchemist can demonstrate the ability to utilize the properties of Rare Earths (by *Projection of Will*; see below), the apprenticeship is over, and the former student will be prepared to pursue a career in the field of Alchemy.

All first level alchemists possess the ability to locate and utilize the wonderous substances known as Rare Earths. Rare Earths are easily the most important of all the alchemical ingredients, as they are the substances upon which the alchemist "focuses" his or her Will when performing an experiment, and are the catalysts that allow the alchemist to unleash the innate powers of other ingredients.

Rare Earths consist of such elemental substances as antimony, cinnabar, pitchblend and various salts and metal oxides, and in fact contain trace amounts of all the elements.

Rare Earths can be found in small quantities in all types of soil and sand. While they are indistinguishable from fine sand to non-alchemists, an experienced alchemist will easily be able to isolate 1-4 (d4) drams of Rare Earths merely by sifting through ordinary soil for one hour. Once isolated, Rare Earths may be employed in a variety of operations through the alchemical ability called *Projection of Will*. It is by the use of *Projection of Will* along with various alchemical processes that alchemists are able to create magical substances without the use of magical spells or rituals.

Note: Utilizing the powers of Rare Earths via *Projection of Will* is mentally exhausting. For this reason, alchemists can use this ability only once per day (plus an additional 1x per day per every 3 levels of ability gained).

For more information related to Alchemy, see the appendix at the rear of the book.

ALCHEMIST

Minimum Attributes: INT: 12 WILL: 12
Alignment: Any
Combat Capabilities: Untrained
Special Abilities: Locate/Utilize Rare Earths
Single-classed

SKILLS

Level 1	Any single weapon	Horticulture
	Herb Lore	Analyze Mixtures
	Healing Arts	Decipher
	Read Magic (55%)	Herbal Remedies
	Naturalism	
Level 2	Herbal Elixirs	Alchemial Devices
Level 3	Toxic Powders	Magical Mixtures
Level 4	Philtres	
Level 5	Venoms and Poisons	
Level 6	Potions	
Level 7	Alchemical Dusts	
Level 8	Advanced Alchemical Equipment	
Level 9	Advanced Alchemical Substances	
Level 10	Essences	
Level 11	Machina, Golems	
Level 12	Homonculi and Aqua Vitae	

ASSASSIN

Assassins are dual-classed martial artist/spies who specialize in various covert activities and the killing of individuals for pay. Most assassins are members of a secret society or cult (such as the Japanese Ninja), each group having its own "territory" or sphere of influence. Certain lawful evil religious sects are known to employ assassins for their own dark purposes, and mercenary assassins are sometimes found for hire in large cities and trading ports.

Fees for assassinations vary widely but are normally at least 2x the rates which bounty hunters can command, reflecting the highly dangerous nature of this profession. Because assassins are both feared and hated by most other individuals, they must adopt the most secretive of ways simply to ensure their own survival. Reprisals from the families, friends, and associates of their victims are quite common, and rival cults of assassins occasionally engage in deadly struggles over territorial disputes.

All assassins possess the special ability (known as *Assassinate*) to deliver a fatal blow, thrust or strike with a single attack. The dagger or garotte is most often used for this purpose, as these weapons are easy to conceal and can be used quickly. The Assassinate ability *cannot* be used in combat unless the intended victim can be attacked from behind or surprised. Chance of success for any attempted assassination is 35% + 5% per level of ability (95% maximum).

Note: A standard attack roll is necessary for any attempted assassination unless the intended victim is unconscious, incapacitated, or asleep. If the assassin scores a hit, the *Assassinate* % is then rolled; if this roll is successful, the attack is fatal. If not, the victim merely takes normal damage from the weapon being employed.

All assassins also possess the following special abilities:

+1 **Saves vs Speed**
+1 **Saves vs Perception:** This ability improves by +1 per every 4 levels of ability gained

At the Game Judge's option, neutrally aligned groups or cults of assassins may be allowed in the campaign. Members of such groups will have the same abilities as their evil counterparts, but will *not* work for pay. Instead, neutral assassins will volunteer their services to such causes as they deem worthwhile, and may even work against evil assassin cults and groups.

ASSASSIN

Mimimum Attributes: SPD: 12 INT: 12 DEX: 14 PER: 10
Alignment: Any Evil Alignment (or neutral, if allowed)
Combat Capabilities: Highly Trained
Special Abilities: See Text
Dual-Classed

SKILLS

Level 1	Any 2 Weapons Catwalk Hide	Stealth Evade Pursuit Martial Arts I
Level 2	+1 to Hit	Infiltrate Tailing
Level 4	+1 to Hit	Toxic Powders 1 Additional Weapon
Level 6	+1 to Hit	Martial Arts II 2 Attacks per Round
Level 8	+1 to Hit	Venoms and Poisons
Level 10	+1 to Hit	1 Additional Weapon
Level 12	+1 to Hit	
Level 13	3 Attacks per Round	
Level 14, 16, 18, 20, etc.	+1 to Hit	

ASTROLOGER

Astrologers are practitoners of the magical field of study known as Astrology, and are skilled in the arts of divination and the interpreting of signs and events. Accomplished scribes and linguists, astrologers are often sought after for their advice and counsel, and are perhaps the most scholarly members of the spell casting professions.

All astrologers have a patron sun or sky Deity from whom they derive both inspiration and magical power. Like priests, astrologers must adhere to the alignment of their patron Deity or suffer the loss of their spell casting powers. Unlike priests, however, astrologers need not be directly associated with a church or religious group, and may forego a position as a religious functionary in favor of the independant pursuit of their studies. Astrologers may also revere other star or sky Deities, as long as such entities are associated with the astrologer's patron Deity.

Because they are also trained as scribes, astrologers are skilled in the making of scrolls and may learn any extra-curricular spell which utilizes inscriptions (such as the High Magic spells: *Sigil* and *Talisman*) at 1/2 the usual cost in X.P. If desired, an astrologer may construct an observatory at any suitably high altitude. While *inside* his or her own observatory, the astrologer will be able to cast *one* additional spell per day, and will receive the best results possible in his or her divinations (Game Judge's ruling in most cases).

It should be noted that at fifth level astrologers gain the ability to cast any known zodiacal or planetary spell by simply "inscribing" the appropriate zodiac or planet sign in the air (see *Magical/Alchemical Scripts*). Thus any such spell may be cast silently, without the need for verbal components.

ASTROLOGER

Minimum Attributes: INT: 12 WILL: 14 PER: 12
Alignment: Any (as per patron Deity)
Combat Capabilities: Untrained
Special Abilities: None
Single-Classed

SKILLS

Level	**1**	Any Single Weapon Read Magic (100%) Linguistics	Spell Casting Chirography Magical Mixtures
Level	**3**	Decipher	
Level	**5**	Scrolls	
Level	**7**	Ancient Lore	Runes
Level	**9**	Minor Magic Items	
Level	**11**	Rods	Staves and Wands
Level	**12**	Greater Magic Items	

BEASTMASTER

Beastmasters are an unusual class of characters who possess the ability to communicate with, influence and control many types of animals. It is said that some beastmasters aquire their abilities by chance; lost or abandoned in the wilds, a child will occasionally be raised by animals, and thus learn their ways. Most, however, learn their skills from another beastmaster, for it is the way of these individuals *never* to reveal their secret lore except by passing it down from father to son, and mother to daughter.

Like most wild animals, beastmasters are usually neutral in alignment. Though often on good terms with hunters, shamans, druids and occasionally witches, beastmasters generally have little liking for men and women of civilized aspect. Individuals who hunt animals purely for sport are particularly despised by beastmasters, who will usually retalitate if animals who live in their own domains are killed for such purposes. While beastmasters have no qualms about travelling to civilized areas, most prefer to make their home in the wilds.

All beastmasters possess the following special abilities:

1 ***Animal Languages:*** As per the druidic ability of the same name.

2 ***Sign Language:*** Although beastmasters are (at least initially) 90% illiterate, they can communicate in Sign, the language of gestures understood by most uncivilized peoples, tribes and clans.

3 ***Influence Animals:*** This is the ability to influence and/or control animals, described as follows:

• **Call:** This is similar to the Elemental Magic spell *Call Animals*, but is not magical in nature. A beastmaster may call any single animal, as long as the creature is native to the area in question. One creature of the desired type (+ 1 additional creature per every 2 levels of ability gained) will respond to the call and arrive within 1-4 minutes. When the animal(s) arrives, the caller may attempt to converse with, Befriend, or Master the creature(s).

• **Turn:** This ability is similar to the priest's ability to turnundead, however only animals are affected by it. Animals that have been successfully turned will leave the beastmaster's presence at once and will not return for at least one hour. There is no practical limit to the number of animals that may be turned in this way, though range is limited to 20 ft.

• **Befriend**: This ability may be employed vs any animal that has been encountered or called by the beastmaster, as long as the character is capable of communicating with the creature in question. Any creature successfully befriended will offer its aid to the beastmaster for up to 24 hours.

• **Master:** This is the ability to gain permanent control over any one creature. Any animal that has been successfully mastered will willingly become the beastmaster's friend and ally, and will serve its master until slain or released. Creatures released from "mastery" will always return to their home in the wild, but will thereafter react in a friendly manner if they ever again meet their former masters. A beastmaster may retain only one animal companion per every 3 levels of ability gained, and may only master animals that they can communicate with.

Note: If a beastmaster attempts to influence an animal and fails, the animal will react as though it were challenged or threatened with imprisonment; i.e. docile or timid animals will flee from the beastmaster, and agressive animals will prepare to attack. Also note that a beastmaster may *never* attempt to influence the same animal more than *once* per day.

Chance of success for any attempted influence is determined by rolling a d20 on the ***BEASTMASTER'S INFLUENCE*** table located in the appendix at the end of this book.

BEASTMASTER

Minimum Attributes: STR: 12 WILL: 12 CHA: 15
Alignment: Any Neutral Alignment
Combat Capabilities: Highly Trained (as per animals and monsters)
Special Abilities: Influence Animals, Animal Languages
Single-Classed

SKILLS

Level 1	Any 2 Weapons Wood Craft Set/Disarm/Detect Snares	Read Tracks Stalking Evade Pursuit
Level 2	+1 to Hit	One Additional Weapon
Level 4	+1 to Hit	Herb Lore
Level 6	+1 to Hit	2 Attacks per Round
Level 8	+1 to Hit	Herbal Remedies
Level 10	+1 to Hit	One Additional Weapon
Level 12	+1 to Hit	3 Attacks per Round
Level 14, 16, 18, 20, etc.	+1 to Hit	

BOUNTY HUNTER

Bounty hunters are dual-classed hunter/spies who track down, capture and/or kill individuals for pay. While the more notorious of these characters will often hire out as paid killers, most bounty hunters prefer the option of taking their prey alive due to the additional money which live prisoners usually command.

All bounty hunters possess the rogue's ability to render an opponent unconscious with a single blow (called *Waylaying*). A blunt or heavy weapon (such as a blackjack, club, mace, etc.) is required for this purpose. Note that this ability may not be used in combat unless the intended victim can be attacked from behind or surprised. Chance of success is 35%, +5% per level of ability. Bounty hunters also possess the spy's/assassin's special ability, *Assassinate*. Chance of success is 20%, + 5% per level of ability.

As their profession often requires taking actions that are outside the boundaries of the law, bounty hunters are usually of chaotic alignment. The majority of bounty hunters will take almost any job if the money is right, though some of these individuals prefer to pick and choose whom they will hunt. The standard minimum fees for acquiring a bounty hunter's services are as follows:

1. 10 G.P. per day (+10 G.P. per level of the bounty hunter), payable upon completion of the job or delivery of the prisoner.
2. 50 G.P. per level of the creature or individual being stalked. Half is payable *in advance.*
3. Triple all fees if the victim is a spy, assassin, or hunter of any type.
4. Quadruple all fees if the victim is a spell caster of any type. Some bounty hunters will only take this kind of work if they are desperate for money, and will otherwise recommend that a witch hunter be hired instead.
5. The cost of any special equipment needed for the job, and/or such money as the bounty hunter may have to expend on bribes, forged papers, etc.

Though many bounty hunters are loners, this need not be the case for all members of this class. If a bounty hunter desires, he or she will seldom have any trouble locating partners to assist in this profitable line of work. As bounty hunters are often hired to carry out the same type of missions that other characters take on as a matter of course (such as hunting down a menacing monster or individual, capturing an especially elusive rogue etc.). Many have no qualms about working with a group of adventurers for a share of the profits.

BOUNTY HUNTER

Minimum Attributes: STR: 14 INT: 10 DEX: 12 CON: 12 PER: 12
Alignment: Any (most are chaotic)
Combat Capabilities: Highly Trained
Special Abilities: Waylay Assassinate
Dual-Classed

SKILLS

Level 1	Any 3 Weapons Stealth Hide Set/Disarm/Detect Traps	Read Tracks Tracking Tailing Stalking
Level 2	+1 to Hit	Set/Disarm/Detect Snares Interrogate
Level 4	+1 to Hit	Decipher Infiltrate
Level 6	+1 to Hit	2 Attacks per Round
Level 8	+1 to Hit	
Level 10	+1 to Hit	One Additional Weapon
Level 12	+1 to Hit	3 Attacks per Round

Level 14, 16, 18, 20, etc. +1 to Hit

CHARLATAN

Charlatans are rogue magicians who possess little in the way of true magical ability. Generally speaking, most charlatans have more than enough intelligence for magical study, but lack the dedication (or Will) to excel in any one magical field. As a result, these individuals never advance beyond the first level of ability in any single field of magical study, and tend instead to become dabblers in several different magical fields. In this respect only, charlatans may acquire abilities and skills that are beyond the scope of other spell casters; freed from having to concentrate on any one field of study, charlatans can develop a number of different talents.

All first level charlatans begin with the same abilities as a first level magician. Thereafter, a charlatan may become proficient in any 1 additional thieving or performing skill per level of ability gained. Optionally, a charlatan may forego the learning of any two such skills in favor of gaining first level skill in any magical field of study (except Divine Magic). In lieu of any single performing or thieving skill, a charlatan may also opt to acquire proficiency in any new weapon, or may acquire a +1 to hit with any known weapon (see Skills: Weapon Training).

A charlatan's magical skills are different from those possessed by other spell casters. Although they gain the ability to cast 1 additional spell per level as other spell casters do, charlatans are incapable of casting any spell at greater than first level ability unless employing a scroll or magic item.

Because of their unusual talents, many charlatans find employment in traveling sideshows, where they may easily pick up new performing skills. Others work as mountebanks and con-men, sometimes taking on rogues or highwaymen as partners.

CHARLATAN

Minimum Attributes: INT: 14 WILL: 10 DEX: 12
Alignment: Any
Combat Capabilities: Skilled
Special Abilities: See Text
Single Classed

SKILLS

Level 1	Any Single Weapon Thieves' Cant Oratory Read Magic 55%	Spell Casting Magical Mixtures Con Legerdemain
Level 3	+1 to Hit	Pick Pockets
Level 5		Toxic Powders
Level 6	+1 to Hit	Add Any Thieving Skill
Level 7		Philtres
Level 9	+1 to Hit	Scrolls
Level 10		Potions
Level 11		Minor Magic Items
Level 12	+1 to Hit	
Level 15,18,21,etc.	+1 to Hit	

Game Judge's Note: Corsairs need not be restricted to adventuring solely on the high seas. River piracy, island exploration and searches for buried treasure are just a few of the options available to both player and non-player characters. Corsairs may also be employed as smugglers, fences for stolen treasure, kidnappers, or as crewmen, navigators or pilots on any ocean or river-going vessel.

Like rogues, corsairs are usually neutral or evil in alignment. Most pirate crews will mainly consist of outcasts such as low level corsairs, rogues, warriors, escaped slaves and disgruntled sailors. A fair percentage of any corsair crew will usually be composed of individuals taken as captives from plundered ships, or shanghaied from coastal villages and port cities. In the latter case, the ship's captain will send a "press gang" (6-12 of the burliest crew members, armed with clubs) out to prowl the portside bars and taverns, looking for a few drunk but hardy men to shanghai (waylay and kidnap). By the time the luckless drunkards awaken, the corsair ship will have set sail, and they will be off to the start of a new career as pirates.

CORSAIR

Minimum Attributes: STR: 10 DEX: 12 INT: 10
Alignment: Any Neutral or Evil Alignment
Combat Capabilities: Highly Trained
Special Abilities: None
Dual-Classed

CORSAIR

Corsairs are dual-classed warrior/rogues who ply their trade upon the oceans and waterways of the world. As the buccaneers of the Atlantean Age, they are the scourge of merchants and sea traders alike, and their vessels have even been known to raid small coastal villages and towns on occassion.

Though lacking in the finer points of combat, the corsairs' relentless and unorthodox style of swordplay generally makes them the equal of most highly trained fighters. Because they are almost always on the water, however, corsairs tend to avoid using metal armor or shields, and have little expertise in riding or mounted combat (player/corsairs can, of course, learn such skills if they so desire).

All corsairs are skilled in the use of the grapnel of grappling hook, commonly used in the boarding of ships and for scaling walls of all sorts. As accomplished seamen, these individuals are also proficient in climbing rigging, tying and untying a variety of knots, and any action involving the use of ropes (the Game Judge should award substantial bonuses for player/corsairs with regard to such skills). Corsairs also possess the rogue's special abilities, *Waylay* and *Backstab.*

SKILLS

Level 1	Any 2 Weapons Basic Seamanship Street Fighting Swimming	Thieves' Cant Appraise Treasure Swimming
Level 2	+1 to Hit	One Additional Weapon
Level 4	+1 to Hit	Add any Thieving or Combat Skill
Level 6	+1 to Hit	One Additional Weapon
Level 7	+1 to Hit	2 Attacks per Round
Level 8	+1 to Hit	Navigation
Level 10	+1 to Hit	Add any Thieving Skill
Level 12	+1 to Hit	Cartography
Level 13	3 Attacks per Round	
Level 14, 16, 18, 20, etc.	+1 to Hit	

Simian: The language of apes, and ape-like creatures.

Feline: The language of all species of cats.

Canine: The language of dogs, wolves, hyenas, coyotes, etc.

Equine: The language of horses, burden beasts and herd animals.

Avian: The language of birds.

Piscine: The language of all fish and aquatic animals.

Saurian: The language of all reptiles and amphibians.

Ancient: According to legend, the Ancient tongue was the first known language. It is usually only spoken by dragons and other mythical beasts. It is *not* possible to learn this language until all the other primary languages have been learned.

Druids may initially choose to be fluent in any 2 of the 8 animal languages, and may learn one additional language per every 2 levels of ability gained. Note that knowledge of any animal language bestows a bonus of *+2 saves vs Charisma* when dealing with creatures of the appropriate type.

3 ***Sylvan Languages:*** All druids can communicate in *Sylvan*, the language spoken by the sidhe (faery folk) and all woodland beings (such as centaurs, satyrs, etc.)

4 ***Pass Without Trace:*** This is the ability to pass through any type of terrain without leaving discernable tracks or traces of any kind. Hunters, creatures or individuals who possess specific tracking skills have a 5% chance (per level of ability) of noticing that someone or something passed through the area in question, but even they will be unable to locate *visible* tracks or markings.

DRUID

Druids are practitioners of Elemental Magic, and have a great reverence for all living things. Most worship the old gods (or the powerful spirit beings known as the True Elementals), and are generally contemptuous of the workings of "civilized" men. For this reason, druids will only live in wilderness areas, solemnly tending their sacred groves and erecting great stone monuments and temples to their ancient gods. In some places, druids may also serve as priests and advisors to a powerful tribe or clan of barbarians, offering guidance and protection to their followers. Though the vast majority of druids are neutral in alignment, it is said that lawful evil cults of druids exist in certain regions. These black druids (as they are sometimes called) are greatly feared, and are rumored to engage in the most grisly practices, including human sacrifices and a variety of dark and sinister rituals. All druids possess the following special abilities:

1 ***Shape Change: Animal:*** This ability allows druids to change into any animal (*not* monster) form up to 3 times per day. The size of the form chosen cannot excede 2 ft. (in length or height) per level of the druid, nor is it possible to adopt any animal form smaller than a sparrow, mouse, etc.

2 ***Animal Languages:*** This is the ability to converse with a number of different types of animals. There are 8 primary animal languages, as follows:

DRUID

Minimum Attributes: INT: 12 WILL: 14 CHA: 14
Alignment: Any Neutral Alignment
Combat Capabilities: Untrained
Special Abilities: Shape Change: Animal (3x per day)
Animal Languages
Pass Without Trace
Single-Classed

SKILLS

Level	**1**	Any Single Weapon	Spell Casting
		Read Magic (100%)	Wood Craft
		Herb Lore	
Level	**3**	Herbal Remedies	
Level	**5**	Herbal Elixirs	
Level	**7**	Runes	Scrolls
Level	**9**	Rods, Staves and Wands	
Level	**12**	Greater Magic Items	

ENCHANTRESS/ENCHANTER

Enchantresses (and their male counterparts, enchanters) are dual-classed magician/harlequins, and among the most unusual of the many classes of spell casters. Through their unique studies these individuals are able to acquire a number of aesthetic talents and skills, including the following special abilities:

1) Art: All enchantresses and enchanters begin at first level as "promising" artists, and add a cumulative +5% per level of ability for each succeeding Art die roll (see Art; Arts and Sciences skills for an explanation of art-talent ratings). Those achieving "Master" status will possess consummate skill in sculpting; if employed to assist an alchemist in the making of any Living Statue or golem a "Master" enchantress or enchanter increases the chance of success by +40% (as opposed to +25% for any other sculptor). Furthermore, individuals of this calibre can, upon attaining the seventh level of ability, create the wonderous devices known as *Orbs of Enchantment*. Fashioned of colored glass, an *Orb of Enchantment* may be used to contain any single spell of Enchantment; breaking the Orb causes the stored spell to be unleashed. Each Orb takes a full day to create, and costs 100 g.p. worth of materials per level of the spell imbued within it. Glass-working tools are required, along with a furnace or other suitable source of heat. Note that the diameter of an *Orb of Enchantment* will measure one inch per level of the spell which it contains.

2) Music: All enchantresses and enchanters begin at first level as "Promising" musicians, and progress as per the Art special ability. Those achieving "Master" status will be able to use their playing and/or singing talents to cause effects identical to the third level spell of Mysticism, *"Emotional Influence"*; or to counter and negate the effects of magically-induced fear, panic, terror, antipathy, apathy, sympathy, hallucination, or delusion. Chance of success is 95%.

Enchantresses and enchanters may find work as traveling minstrels, bards, story-tellers, performers, and so forth. Amongst certain high elven, wood elven, zephyr and gypsy clans, members of this profession are said to be fairly common. Throughout most of the Atlantean world, however, they are quite rare.

ENCHANTRESS/ENCHANTER

Minimum Attributes: INT: 12 PER: 12 CHA: 14 DEX: 14
Alignment: Any
Combat Capabilities: Skilled
Special Abilities: See Text
Dual-Classed

SKILLS

Level 1	Any Single Weapon Read Magic (100%) Spell Casting	Magical Mixtures Oratory Legerdemain
Level 3	+1 to Hit	Acting
Level 5	Philtres	Acrobatics I
Level 6	+1 to Hit	Ancient Lore
Level 8	Potions	Acrobatics II
Level 9	+1 to Hit	Scrolls
Level 10	2 Attacks per Round	Minor Magic Items
Level 12	+1 to Hit	Rods, Staves and Wands
Level 15,18,21,etc.	+1 to Hit	

GLADIATOR

Gladiators are professional fighters trained in a variety of weapon and weaponless combat techniques. As they are trained primarily in the art of close-quarters combat, gladiators are initially restricted from gaining proficiency in any missile weapon except the throwing net (gladiators may learn how to use other missile weapons after attaining the second level of ability). Gladiators also may not wear any type of armor that is heavier or more restricting than studded leather while wrestling or boxing without incurring the standard *non-proficiency penalty* for all attacks and maneuvers.

Most gladiators come from the lower ranks of society, many having formerly been either slaves, prisoners of war, or convicted felons. Though some individuals become gladiators by choice, the majority of these fighters are sold into the arena simply because they are considered expendable. Those who live long enough to attain first level status may be rewarded with their freedom, or they may not.* Successful gladiators are often able to buy their freedom, though some elect to continue fighting in order to gain greater wealth or prestige.

Gladiators may be of any alignment, and may seek other means of earning a living once outside the arena. Not surprisingly, gladiators who have been forced to fight in the arena often return to their former professions, becoming mercenary soldiers, thieves, or (ironically) slavers. Those skilled in Animal Training may work as animal handlers for an arena, traveling circus, etc.

*Player/gladiators should discuss their character with their Game Judge prior to the start of play, and choose their character's background (or current status) according to their own preference.

GLADIATOR

Minimum Attributes: STR: 14 DEX:12 SPD: 10
Alignment: Any
Combat Capabilities: Highly Trained
Special Abilities: None
Single-Classed

SKILLS

Level	**1**	Any 3 Weapons Wrestling	Boxing
Level	**2**	+1 to Hit	Add One Combat Skill or Animal Training
Level	**4**	+1 to Hit	One Additional Weapon
Level	**6**	+1 to Hit	2 Attacks per Round
Level	**8**	+1 to Hit	One Additional Weapon
Level	**10**	+1 to Hit	Add One Combat Skill
Level	**12**	+1 to Hit 3 Attacks per Round	One Additional Weapon

Level 14, 16, 18, 20, etc. +1 to Hit

HARLEQUIN

Harlequins are actors, and performers of exceptional versatility. They are most often found working with repertory groups or with traveling stage troupes, circuses, etc. Those who prefer to work alone will often seek employment as story tellers, minstrels, or jugglers, performing in market places and other areas where crowds of people are likely to gather. Less talented members of this profession will even work as jesters or court fools, but only if they are in desperate need of money (Harlequins generally think themselves superior to such clownish performers).

In addition to their acting talents, harlequins possess a number of different abilities, including Juggling, Acrobatics, and Legerdemain. The coordination which harlequins develop as a result of their acrobatic training also allows them to become quite adept at almost any dexterity-related skill, especially those talents most closely associated with rogues. Because harlequins are familiar with acting, costuming and make-up, they are also able to *impersonate* various types of characters with a great degree of skill. Harlequins will often go to great lengths to obtain costumes and props which may be used for such purposes.

When working for a repertory group or stage troupe, a harlequin can usually command 1-10 G.P. (per level of ability) for a single performance. Harlequins of great renown can often command up to 10 times the usual fee or more, depending on the size and reputation of the repertory group they are performing with.

HARLEQUIN

Minimum Attributes: INT: 12 CHA:14 DEX: 14 PER: 12
Alignment: Any
Combat Capabilities: Skilled
Special Abilities: None
Single-Classed

SKILLS

Level 1	Any 2 weapons Music Acrobatics I	Acting Juggling Oratory Legerdemain
Level 3	+1 to Hit	Knife throwing
Level 6	+1 to Hit	Acrobatics II
Level 9	+1 to Hit	2 attacks per round
Level 12	+1 to Hit	Add Any Performing Skill
Level 15, 18, 21, etc.	+1 to Hit	

With their riding, woodlore and combat skills, hunters may seek work in a variety of vocations. Those not already associated with a tribal group or clan may hire out as mercenary scouts, using their specialized talents to locate and observe the movements of enemy troops in wilderness areas. As most hunters are accustomed to long periods of hard riding, some find work as couriers, carrying messages over great distances on horseback. Still others work as guides, or as trappers, selling pelts and skins to traders from more civilized areas.

HUNTER

Minimum Attributes: DEX: 12 INT: 10 STR: 12 CON: 12 PER: 14
Alignment: Any
Combat Capabilities: Highly Trained
Special Abilities: +1 saves vs PER (per every 3 levels of ability gained
Single-Classed

SKILLS

Level 1	Any 1 Weapon (plus the short bow) Read Tracks Tracking Set/Disarm/Detect Snares	Woodcraft Stalking Hunting Archery I & II
Level 2	+1 to Hit	Camouflage/Ambush
Level 4	+1 to Hit	
Level 6	+1 to Hit	2 Attacks per Round
Level 8	+1 to Hit	Herb Lore
Level 10	+1 to Hit	Herbal Remedies
Level 12	+1 to Hit	3 Attacks per Round

Level 14, 16, 18, 20, etc. +1 to Hit

HUNTER

Hunters are highly trained fighters, skilled in the arts of tracking, woodlore and wilderness survival. Though found in both civilized and uncivilized areas, the best hunters are often those who hail from barbarian, nomadic, or tribal clans (*see Character Backgrounds*).

All hunters possess the skill known as Scouting, which enables them to move undetected or elude pursuit (on horseback or on foot) when traveling through wilderness regions of any sort. Hunters may use this ability to detect the presence of others with Scouting skills (chance of success in either case is 90% + 1% per level; 99% maximum). Individuals with this skill also add +50% to all maximum movement totals for rough or wilderness terrain.

Hunters generally will not wear metal armor of any sort, the lighter types of leather armor, furs and hides being preferable for purposes of speed and stealth. For the same reasons, these individuals generally prefer to carry only such equipment as they deem absolutely essential to their needs.

MAGE

Mages are dual-classed spell casters whose primary field of study is astrology, and whose secondary field may be either Divine Magic, High Magic, or Enchantment. All possess the same basic skills, but differ substantially in motivation, alignment and special abilities, as follows:

Mages whose secondary field is Divine Magic are known as magi (singular: magus). Like priests, magi are able to turn undead, and possess the ability to convert others to their faith (see Priests). Magi often serve in the capacity of astrologer-priests. Those of sufficient wealth and/or influence may construct temples to their patron sun or sky Deity. All magi must be of Good alignment.

Mages whose secondary field of study is High Magic are known as cabalists. Their devotion to a patron Deity gives cabalists an advantage when employing spells of Evocation; by invoking the name of their patron, cabalists are able to force summoned demons or devils to save vs WILL (at a penalty of -2) or do their bidding. This ability may only be used once per any attempt at sealing a pact with such creatures. Like magi, all cabalists must be of Good alignment.

Those Mages whose secondary field of magic is enchantment are known as archimages. Though they possess no special abilities, archimages may be of any alignment, and need not serve a patron Deity.

Regardless of their choice of secondary fields, all mages who have attained the fifth level of ability are capable of casting any known symbol spell (planetary or otherwise) without the need of any verbal component. Those who choose to do so may construct an observatory or temple-observatory in any suitable location. While within the confines of this structure, the mage will be able to cast one additional spell per day, and will always receive the most favorable results on all divinations (Game Judge's ruling in most cases).

MAGE

Minimum Attributes: INT: 12 WILL: 12 PER: 12
Alignment: See Text
Combat Capabilities: Untrained
Special Abilities: See Text
Dual-Classed

SKILLS

Level 1	Read Magic (100%) Spell Casting Chirography Magical Mixtures	Any Single Weapon
Level 3	Linguistics	
Level 5	Decipher	
Level 7	Ancient Lore	Scrolls
Level 9	Minor Magic Items	Runes
Level 11	Rods, Staves, and Wands	
Level 13	Greater Magic Items	

MAGICIAN

Magicians are practitioners of *Enchantment*, a field of magical study most closely associated with illusion and conjuration. As magicians are single-classed characters, their choice of spells is initially quite limited, especially when compared to dual-classed spell casters such as wizards, sorcerers, and witches. There are advantages, however, to the magician's single-classed status; with only one field of study to major in, magicians are able to progress upwards in level of ability at a much more rapid rate than their dual-classed rivals. As specialists in the field of enchantment, magicians are also the only individuals capable of learning the most powerful spells of illusion and conjuration.

Magicians may be of any alignment, and may earn their living by any number of means. Like charlatans, novice magicians may seek work in traveling shows, though few will pursue such a career for any great length of time. Because they are skilled in the mixing of powders and other magical substances, magicians will occasionally work with alchemists, either as assistants or as full partners. High level magicians sometimes even open their own shops, selling magical and alchemical wares of all sorts.

All magicians have the following special abilities in common:

1 ***Detect Illusion:*** Though magicians may use magic to detect illusory objects and creatures, they are often able to make such determinations through observation alone. Chance of success is 35% + 5% per level of ability.*

2 ***Detect Conjuration:*** Magicians are often able to differentiate between real creatures or beings and those created through Conjuration. Chance of success is as per the *Detect Illusion* ability.*

*Perception % bonuses apply to both of these abilities.

MAGICIAN

Minimum Attributes: INT: 12 WILL: 12 PER: 12
Alignment: Any

Combat Capabilities: Untrained
Special Abilities: See Text
Single-Classed

SKILLS

Level	**1**	Any Single Weapon Read Magic (100%)	Spell Casting Magical Mixtures
Level	**3**	Toxic Powders	
Level	**5**	Philtres	
Level	**7**	Potions	
Level	**9**	Minor Magic Items	Scrolls
Level	**11**	Rods, Staves, and Wands	
Level	**12**	Greater Magic Items	
Level	**13**	Magical Weapons and Armor	

MARTIAL ARTIST

Martial artists are practitioners of the ancient arts of weaponless combat and self-defense. They may be of any alignment, though the majority of these individuals tend to be neutral in nature.

All martial artists acquire their abilities by studying under a skilled master, who will either have been a monk or a high level martial artist. An initiate's training is both long and rigorous, often taking seven or more years to complete. In order to develop speed, reflexes and acrobatic ability, the young trainee is made to practice a number of difficult techniques and maneuvers; the hands and feet are toughened gradually, balance and stability are developed, and the initiate learns to move with both swiftness and power. Once these studies have been mastered, the initiate will be acknowledged as a first level martial artist.

Although other individuals may acquire martial arts skills, only an accomplished (fully-trained) martial artist can develop the following special abilities:

+1 saves vs Speed: This ability improves by an additional +1 per every three levels of ability gained.

+1 saves vs Perception

+1 saves vs Will

Paired Weapons: Martial artists of 8th level and above may choose to become proficient in paired weapons (such as nunchakas, butterfly knives, etc.). Such weapons effectively double the number of attacks which a martial artist can execute per round (as per the *Hand Strike* technique).

MARTIAL ARTIST

Minimum Attributes: INT: 10 WILL: 12 STR: 10 DEX: 14 SPD: 12
Alignment: Any
Combat Capabilities: Highly Trained
Special Abilities: See Text
Single-Classed

SKILLS

Level 1	Any 2 Weapons Acrobatics I Scaling walls	Martial Arts I Stealth
Level 2	+1 to Hit	One Additional Weapon
Level 4	+1 to Hit	Martial Arts II
Level 6	+1 to Hit 2 Attacks per Round	
Level 8	+1 to Hit	Paired Weapons Capability
Level 10	+1 to Hit	One Additional Weapon
Level 12	+1 to Hit	3 Attacks per Round

Level 14, 16, 18, 20, etc. +1 to Hit

MONK

Monks are dual-classed martial artist/mystics whose studies combine the arts of weaponless combat and the mental/magical disciplines of Mysticism. Like mystics, monks generally tend to have little interest in worldly affairs or the acquisition of large sums of money. Most are reclusive by nature, spending much of the earlier part of their careers in monasteries, studying under a high level mystic or monk.

There are many different orders of monks, ranging in alignment from lawful evil to lawful good. Each order has its own purpose, and occasionally even its own cult-like set of religious beliefs. Certain orders serve as the guardians of a temple or shrine, while others act as the disciples and protectors of a powerful mystic or priest.

In some lands, monasteries run by martial orders of monks serve as schools or training centers for the martial arts. Acceptance into such places is said to be a difficult task, often involving the undertaking of some rigorous test or ordeal. Most of these monasteries are located in mountainous regions or similarly isolated areas, far from the distractions of civilization. It is also known that certain monastic orders are devoted exclusively to the training of assassins, but the location of such monasteries is (understandably) always shrouded in secrecy.

Monks who have successfully mastered their studies are usually free to leave their former masters and do as they wish. Many travel to far off lands, either on pilgrimages to holy places, in search of further knowledge, or in pursuit of new adventures.

All monks have the following special abilities:

+1 saves vs Will and Speed

+1 saves vs Perception: This ability improves by +1 per every 3 levels of abiltiy gained.

MONK

Minimum Attributes: INT: 14 WILL: 15 STR: 10 DEX: 14 SPD:12
Combat Capabilities: Highly Trained
Special Abilities: See Text
Dual-Classed

SKILLS

Level 1	Any 2 Weapons Spell Casting Acrobatics I	Read Magic (55%) Stealth Martial Arts I
Level 2	+1 to Hit	
Level 4	Martial Arts II	One Additional Weapon
Level 6	+1 to Hit	
Level 8	+1 to Hit	2 Attacks per Round
Level 10	+1 to Hit	
Level 12	+1 to Hit	Zen Archery
Level 13	3 Attacks per Round	
Level 14, 16, 18, 20, etc.	+1 to Hit	

MYSTIC

Mystics are practitioners of *Mysticism*, a magical doctrine of mental and physical disciplines which teaches mastery over the inner powers of mind and body. Like priests and monks, mystics have little interest in the material world, or such mundane things as wealth and possessions. Instead, mystics seek to expand the boundaries of their knowledge and understanding, and to attain the highest possible degree of consciousness.

It is for this reason that most mystics prefer to live in secluded regions, far from the distractions of the civilized world. Oftentimes, high level mystics will take residence upon a mountain top or in a desert, where they may live lives of quiet contemplation. Some mystics will build small shrines in out of the way places, and may even accept low level monks or other mystics as pupils. Others prefer to travel, gaining insight and knowledge from the world around them and such individuals and creatures as they may chance to encounter.

While mystics may be of any alignment, the majority of these spell casters tend to adopt a basically neutral outlook, especially as pertains to other living things. Certain mystics of good or neutral alignment will even go so far as to forswear the use of *physical* force against any living creature. These individuals will use no weapon save the staff, and will only use it to parry or protect themselves from physical harm. Mystics who take such an oath of non-violence receive a bonus of +10% on all X.P. gained without resorting to physical violence vs living creatures (this stricture in no way prohibits the use of spells or the employment of physical force vs "non-living" creatures, such as undead, demons, devils and spirit beings). It should be noted that mystics who take an oath of non-violence *must* remain true to their word. In life or death situations, these mystics may use force to attempt to stun or drive off an adversary, but not to cause serious harm or death. Breaking or violating an oath of non-violence will cause a mystic to lose his or her spell casting powers for anywhere from one week to a year (Game Judge's ruling).

While mystics may be of any alignment, the majority of these spell casters tend to adopt a basically neutral outlook, especially as pertains to other living things. Certain mystics of good or neutral alignment will even go so far as to forswear the use of physical force against any living creature. These individuals will use no weapon save the staff, and will only use it to parry or protect themselves from physical harm. Mystics who take such an oath of non-violence receive a bonus of +10% on all X.P. gained without resorting to *physical* violence vs living creatures (this stricture in no way prohibits the use of spells or the employment of physical force vs "non-living" creatures, such as undead, demons, devils and spirit beings). It should be noted that mystics who take an oath of non-violence *must* remain true to their word. In life or death situations, such mystics may use force to attempt to stun or drive off an adversary, but *not* to cause serious harm or death. Breaking or violating an oath of violence will cause a mystic to lose his or her spell casting powers for anywhere from one week to a year (Game Judge's ruling).

Unlike priests, practitioners of mysticism do not derive their spell casting powers from a patron Deity or demi-god. Instead, mystics and monks are able to focus their inner powers of body and mind (called "ki") to create spell-like effects. Even so, all mystics have deep personal beliefs and must remain true to them. Failure to do so may cause the loss of the mystic's spell casting abilities (duration is up to the Game Judge to decide, based on the seriousness of the transgression).

Regardless of their chosen alignment, all mystics are able to *Turn Undead* as per a priest of similar level (see *TURNING UNDEAD* table in the appendix located at the rear of the book). Mystics also gain a bonus of +1 (per every 3 levels of ability gained) vs both Will and Perception.

MYSTIC

Minimum Attributes: INT: 12 PER: 12 WILL: 15
Alignment: Any
Combat Capabilities: Untrained
Special Abilities: Turn Undead
Single-Classed

SKILLS

Level	**1**	Any Single Weapon Spell Casting	Read Magic (100%)
Level	**3**	Herbal Remedies	
Level	**5**	Holy Items	
Level	**7**	Scrolls	
Level	**9**	Rods, Staves and Wands	
Level	**11**	Greater Magic Items	

NECROMANCER

Necromancers are practitioners of *Black Magic*, and are among the most evil of spell casters. Most have a morbid fascination for death, and spend much of their time in graveyards, burial grounds and catacombs, seeking commune with creatures and beings from the lower planes. Though limited in the types of spells which they may initially learn, necromancers may gain great power, but *only* through the most dangerous and vile means.

Like priests of evil alignment, all necromancers derive their powers from some evil patron Deity or entity. Unlike priests, however, necromancers can only acquire such aid by making a series of pacts with *either* an arch demon or arch devil (the necromancer must *choose* between allegiance to demons *or* devils). Initial contact with the patron can be made through the use of the *Summon Familiar* spell, afterwhich the necromancer's familiar may be used to contact the patron as follows:

• ***Level 1:*** In return for a minor familiar of his or her choice, the necromancer need only ackowledge the patron as his or her benefactor, friend and ally. At *any level*, the necromancer may be taught a new spell in exchange for a promise to perform a single service at some future date.

• ***Level 5:*** In return for the knowledge of *any* lesser demon's (or devil's) true name, the necromancer must agree to serve the patron in word and deed for a period of not less than seven years. The patron must be contacted each time the necromancer wishes to acquire such knowledge.

• ***Level 7:*** In return for the knowledge of *any* winged demon's (or devil's) true name, the necromancer must agree to serve the patron in word and deed for all of his or her natural life (details as per *Level 5*).

• ***Level 9:*** In return for the knowledge of *any* greater demon's (or devil's) true name, the necromancer must recognize the patron as his or her master, both in life *and* in death (details as per *Level 5*).

• ***Level 13:*** In return for a lesser demon (or devil) familiar, the necromancer must agree to perform *any* service required of him or her by the patron.

Note: Because it is the Game Judge who must play the part of the necromancer's patron, any smart player can see that having a necromancer character is subject to a host of restrictions; by 13th level a necromancer is *literally* at the mercy of his or her patron (alias the Game Judge).

All necromancers possess the ability to turn *or* befriend undead creatures (chance of success is determined by rolling a d20 on the *TURNING UNDEAD* table located in the appendix), and to turn Spirit Beings. The knowledge of death and the lower planes which necromancers acquire also gives them the following abilities:

+***1 saves*** (per level) vs death magic and the special attack forms (paralysis, ageing, etc.) of undead creatures.

+***1 saves*** vs Charisma with respect to either demons *or* devils, depending on the nature of the necromancer's patron.

Although necromancers *cannot* be brought back to life if slain, they will always *return* to "life" (on the thirteenth day after their death) as one of the following types of Undead creatures (roll d10):

1. Skeleton
2. Zombie
3. Ghoul
4. Barrow Wight
5. Mummy (Sahu)
6. Vampire
7. Phantom
8. Ghost
9. Spectre
10. Yatu (Lich)

Note: Necromancers who return as an undead creature will have the same abilities that they had in life, but will be unable to advance in X.P. or level until they seek out and slay the person (or persons) who killed them. The only way to stop a slain necromancer from returning in this fashion is to perform a successful exorcism upon his or her body immediately following the necromancer's demise (one attempt only).

NECROMANCER
Minimum Attributes: INT: 12
Alignment: Lawful Evil or Chaotic (Evil)
Combat Capabilities: Untrained
Special Abilities: See Text
Single-Classed

SKILLS

Level	**1**	Any Single Weapon Read Magic (100%)	Spell Casting
Level	**2**	Toxic Powders	
Level	**5**	Venoms and Poisons	
Level	**7**	Scrolls	
Level	**9**	Minor Magic Items	Necromantic Rituals
Level	**12**	Rods, Staves, and Wands	
Level	**13**	Greater Magic Items	Advanced Necromantic Rituals

All paladins are superior horsemen, and are skilled in the art of mounted combat. When engaged in battle, paladins are totally immune to magical and non-magical fear, and gain a bonus of +1 with respect to any combat related saves.

PALADIN

Minimum Attributes: STR: 12 INT: 12 WILL: 14
Alignment: Lawful Good *or* Lawful Evil
Combat Capabilities: Highly Trained
Special Abilities: See Text
Dual-Classed

SKILLS

Level 1	Any 3 Weapons Mounted Combat II	Spell Casting
Level 2	+1 to Hit	
Level 4	+1 to Hit	One Additional Weapon
Level 6	+1 to Hit	2 Attacks per Round
Level 8	+1 to Hit	One Additional Weapon
Level 10	+1 to Hit	
Level 12	+1 to Hit	One Additional Weapon
Level 13	3 Attacks per Round	
Level 14, 16, 18, 20, etc.	+1 to Hit	

PALADIN

Paladins are dual-classed warrior/priests sworn to champion the cause of a patron Deity or demi-god. In the Atlantean system, paladins are the only class of characters capable of casting spells while wearing armor. This ability is granted to to each paladin by his or her patron Deity in return for a solemn vow of loyalty and service in the patron's chosen cause.

Paladins are the only class of characters who may lose *all* their abilities (spell casting, combat pluses, and all skills except those acquired through the character's background), if they in any way fall short of their pledge to champion the cause of their patron deity. For this reason, a paladin may never, in word or deed, betray the basic principles of his or her faith. Neither may a paladin retreat from battle, or shirk any call to action put forth by his or her god. Such calls may be recieved through an omen, a vision, or through a representative (priest, monk, Avatar, etc.) of the paladin's patron Deity (Game Judge's option).

Even the slightest failure to observe these principles will cause the paladin's Deity to *decrease* his or her powers accordingly. Penalties may range from a temporary loss of +1 to hit (for a minor transgression), the temporary loss of one level of ability (for a fairly serious offense), to the temporary loss of either spell casting or combat capabilities (for a very serious offense). Note that only *total* betrayal of the cause will bring about the *permanent* loss of a paladin's powers; i.e. in all other instances a paladin may regain any temporarily-lost abilities by redress (avenging or making ammends for the transgression) or by undertaking a quest or some other great challenge as a way to atone for the transgression.

PRIEST

Priests are practitioners of *Divine Magic,* and are completely devoted to their patron Deity and religious beliefs. Priests almost always consider their actions as inspired or directed in some way by their deity, and will constantly work to further the ideas and philosophy of their particular religion.

Occasionally, priests will join bodies of armed men and adventurers in order to bring the teachings of their patron Deity to outlying or uncivilized areas. Priests will also assist or lead campaigns directed at peoples or groups whose practices they consider contrary or harmful to their church or religion.

Priests and priestesses may be of any alignment, but must be of the same alignment as their patron Deity(whether good, neutral or evil). Because a priest's spell casting abilities emmanate from his or her patron deity, these individuals *must* remain true to their alignment at all times. The undertaking of any action that is contrary to the priest's alignment will *always* result in the reduction of spell casting abilities; for minor transgressions, 1-4 of the priest's spells may function poorly, or not at all. Greater transgressions may cause the priest's patron Deityto take more serious action, or demand that the priest undertakes a quest as pennance for his or her unfaithfullness(Game Judge's ruling in most cases). All priests have the following special abilities:

1 ***Convert:*** This ability allows priests to attempt to convert other individuals to their own faith. In order to do so, the priest and the intended converts must be able to communicate with each other by some means, and the priest must approach the intended converts unarmed and in a non-threatening manner. Once this has been done, the priest must roll a save vs. Charisma to determine if he or she is well received by the individuals. This save is subject to the following modifiers:

- Intended converts are hostile by nature (or due to circumstances), are of diametrically opposing alignment, or are fanatical practitioners of some other faith: *-1 saves per level of the intended converts.*

- Intended converts are relatively peaceful by nature (or due to circumstances), are of similar alignment as the priest, or have no strong religious convictions of their own: *+1 saves per level of the priest.*

- If the priest's save is successful, he or she will have gained the respectful attention of the intended converts. A second save vs. Charisma (no modifiers) can be rolled after an hour's time; if this save is sucessful the individuals will be converted to the priest's faith and will view the priest as a figure of authority. If not, the individuals will totally refuse to accept the tenets of the priest's religion, and will dismiss the priest as a false prophet, liar, fraud, etc. Note that a priest may attempt to use this ability only *once* (per level of ability) on any individual or group of individuals. Also note that unsuccessful attempts may cause the intended converts to become hostile towards the priest (Game Judge's ruling on the nature of the individuals in question). Note that extremely hostile beings (or individuals with *will* scores of 15+) will generally *not* be affected by this ability.

2 ***Turn Undead:*** This ability allows priests to force undead creatures of any sort to flee from their presence by a show of Will and spiritual power. To do this, the priest must be within 100 ft. of the creatures who are to be turned, and must boldly command them to depart (a holy symbol or other icon is usually brandished while the command is given). If the attempt is successful, the undead creatures will leave the priest's presence at once, and will be unable to approach within 100 ft. of the priest for one hour. Note that powerful undead creatures (or creatures bent on the priest's destruction) may follow at a distance until the effects of the turning wear off.

Chance of success for Turning Undead is determined by rolling a d20 on the *TURNING UNDEAD* table (located in the appendix at the end of this book).

PRIESTS

Minimum Attributes: INT: 12 WILL: 12
Alignment: Any (as per patron Deity)
Combat capabilities: Untrained
Special Abilities: Convert, Turn Undead
Single-Classed

SKILLS

Level	**1**	Any Single Weapon Read Magic (100%)	Spell Casting
Level	**3**	Holy Items	Theolgy
Level	**5**	Magical Mixtures	
Level	**7**	Scrolls	
Level	**9**	Rods, Staves, Wands	
Level	**12**	Golems	

ROGUE

Rogues are the subtlest of felons, and are adept in a variety of covert and illegal activities. As their minimum attribute requirements might suggest, these individuals are a cut above the more common variety of thieves and hoodlems in both ability and intelligence (attributes and % abilities may be 10-40% lower for common N.P.C. thieves).

Rogues may specialize in any number of criminal vocations, depending upon the skills they choose to acquire as they progress upwards in level of ability. Rogues who choose to become proficient in riding and mounted combat skills may work as highwaymen or bandits, plying their trade along roads, caravan trails, etc. Those who choose to gain combat expertise may work as armed robbers, muggers, or paid enforcers for a crime syndicate. Rogues who prefer less violent occupations may acquire skills more suitable for use as smugglers, forgers, fences, or con artists.

Whatever their chosen specialty is, all rogues have the following special abilities in common:

1. ***Back Stab:*** This is the ability to do double damage any time a rogue can manage to attack an opponent from behind or by surpise.

2. ***Waylay:*** This is the ability to render an opponent unconscious with a single blow. A blunt or heavy weapon (such as a blackjack, club, mace, etc.) is required for this purpose. This ability may not be used in combat unless the intended victim can be attacked from behind or surprised. Chance of success is 35%, +5% per level of ability (maximum is 95%).

3. ***+1 Saves vs Perception:***

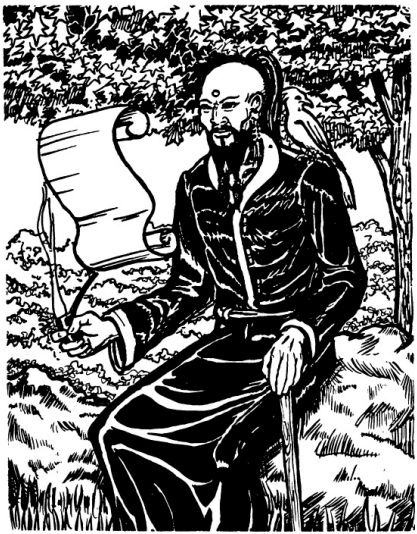
Although most rogues are neutral or evil in alignment, a small number of these individuals are basically of good heart. Perhaps this explains how (despite the fact that thievery is generally considered a disreputable profession) the greatest rogues have all had an inexplicable talent for endearing themselves in the hearts of the general populace.

ROGUES

Minimum Attributes: INT: 10 DEX: 12 SPD: 10
Alignment: Any (most are neutral or evil)
Combat capabilities: Skilled
Special Abilities: Waylay, Backstab, +1 saves vs PER
Single-Classed

SKILLS

Level 1	Any 3 Weapons Lock-Picking Stealth Set/Disarm/Detect Traps Hide	Thieve's Cant Con Pick Pockets Scaling Walls
Level 3	+1 to Hit	Add any Single Thieving Skill
Level 6	+1 to Hit	One Additional Weapon
Level 8	2 attacks per Round	
Level 9	+1 to Hit	Add any Additional Thieving Skill
Level 12	+1 to Hit	One Additional Weapon
Level 15, 18, 21, etc.	+1 to Hit	



SAVANT

Savants are dual-classed individuals who combine the virtues of the scholar profession with the practice of either Divine Magic or Mysticism. These learned men and women dedicate their lives to the attainment of knowledge, and spend much of their time immersed in study, or contemplating the mysteries of their respective faiths. All possess similar motives, but may vary considerably with respect to the type of skills they may learn, as follows:

Savants who practice Divine Magic will typically be students of the Arts and Sciences. The majority will be associated with a church or temple, for whom they may perform a variety of sevices: copying or translating ancient texts, inscribing scrolls, classifying unknown species of birds and beasts, exploring and charting strange lands, and so forth. Savants of this nature pursue their studies as a means of glorifying their patron Deity, and sometimes serve as cloistered monks or clergy. As they possess the ability to convert others to their faith (see Priests), some may choose to travel far and wide in the service of their church. Like priests, these savants derive all spell casting abilities from their patron Deity.

Savants who practice Mysticism tend to shun the ways of civilised folk, preferring instead to live in the wilderness. Some choose to live as hermits, taking residence in a secluded cave, woodland, or grotto; others become wanderers, seers, and seekers of truth. Savants of this sort generally have no affiliation with any church or organized religious group, but dedicate their lives to the attainment of some more personal goal: inner peace, harmony with nature, enlightenment, nirvana, etc. Like mystics, these savants derive their spell casting abilities not from a patron Deity, but from the cultivating of their own Ki energies (see Mystics).

All savants are capable of turning undead as per a priest or mystic, and may choose to learn any of the following skills* (as they progress upwards in level of ability) according to their magical field of study:

Divine Magic

Analyze Mixtures	Drafting	Horticulture
Ancient Lore	Healing Arts	Inventing
Art	Herb Lore	Music
Cartography	Herbal Elixirs	Naturalism
Chirography	Herbal Remedies	Theology

Mysticism

Ancient Lore	Stalking
Healing Arts	Woodcraft
Herb Lore	Martial Arts I
Herbal Remedies	Martial Arts II
Internal Alchemy	Zen Archery
Naturalism	Any 2 spells of Elemental Magic**
Read Tracks	Any 2 spells of Low Magic**

*with the exception of Zen Archery (which may be acquired at or after seventh level), prerequisite restrictions may affect the choice of skills (see SKILLS).

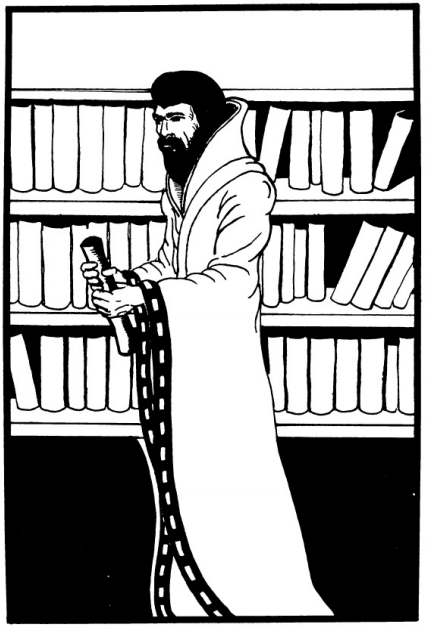
**may be learned in lieu of any single, related skill. Note that the savant's level of ability dictates the level of spells which may be learned, and that it is not possible to learn spells above fifth level (or any restricted spell) by this method.

SAVANT

Minimum Attributes: INT: 14 WILL: 14
Alignment: Any (or as per patron Deity)
Combat Capabilities: Untrained
Special Abilities: See Text
Dual-Classed

SKILLS

Level 1	Any Single Weapon Read Magic (100%)	Spell Casting Any 4 Related Skills
Level 3	Holy Items	Any 2 Related Skills
Level 5	Any 2 Related Skills	
Level 7	Scrolls	Any 1 Related Skill
Level 9	Minor Magic Items	Any 1 Related Skill
Level 11	Rods, Staves, Wands	Any 1 Related
Level 13	Greater Magic Items	Any 1 Related Skill



SCHOLAR

Scholars are learned individuals who can acquire a wide variety of skills and abilities. Though they may initially be proficient only in the arts and sciences, scholars of the *third* level of ability and above may choose to acquire any skills they desire, at the rate of one new skill per every level of ability (scholars may, of course, also acquire additional skills by expending X.P. in the same way that other characters can).

The types of skills which scholars may acquire are limited only to the degree of commitment of the player/character. In lieu of any new skill, a scholar may gain proficiency in one new weapon, or may gain a bonus of +1 to hit with any known weapon. Scholars who possess both *Read Magic* and *Ancient Lore* skills may "trade" any *two* additional skills and gain *1st* level spell casting ability in any 1 field of magical study. Although advancement beyond first level of magical ability is not possible for scholars, they may gain first level skills in as many as *two* different magical fields of study, if desired.

Because of the wide range of abilities available to scholars, these individuals may seek employment in any number of fields. If employed as a tutor, a scholar may command up to 200 G.P. per level of ability to teach an individual any skill which the scholar has acquired (*except Magic*). Scholars may also work as historians, researchers, cartographers, scribes, inventors, or in practically any field that they have gained expertise in (see *N.P.C. PROFESSIONS*, located in the appendix at the back of this book).

SCHOLAR

Minimum Attributes: INT: 14 WILL: 12
Alignment: Any
Combat Capabilities: Untrained
Special Abilities: None
Single-Classed

SKILLS

Level 1 1 Any Single Weapon — Any 6 Arts and Sciences Skills

Level 3 Any Additional Skill

Level 4 Any Additional Skill

Level 5 Any Additional Skill

Level 6 Any Additional Skill

Level 7 Any Additional Skill

Level 8 Any Additional Skill

Level 9 Any Additional Skill

Level 10 Any Additional Skill

Level 11 Any Additional Skill

Level 12 Any Additional Skill

Level 14, 16, 18, 20, etc. Any Additional Skill

SHAMAN

Shamans are practitioners of *Low Magic*, a field of study based upon the earliest and most primitive forms of spirit and sympathetic magic. Amongst their own peoples, shamans are both feared and respected, usually serving in the capacity of wizard/priests.

Though generally considered to be the most primitive of magic users, shamans possess certain powers and abilities which are beyond the scope of other spell casters, as follows:

1. ***SEE INTO SPIRIT REALM:*** This is the ability to see spirit, astral or ethereal presences *at will*. Total concentration is required to employ this ability, and range is limited to a 20 foot radius area surrounding the shaman. Note that when this ability is being employed, objects and persons on the prime material plane appear only as shadowy spectres; i.e. one cannot see into the spirit realm and the prime material plane *simultaneously.*

2. ***SPIRIT BINDING:*** This is the ability to acquire "spirit helpers" by willfully allowing certain types of spirit beings to enter and reside within the shaman's physical body. Spirits who have been bound in this manner may be released at any time, and may be commanded to perform a single service (or attack an enemy of the shaman). Note that a shaman may only release one such spirit at a time, and may only release one spirit per day, per level of ability. Also note that once a spirit has been released, it is free to leave the shaman who bound it. Effective range for this ability is 20 feet. The chance of success for any attempt at spirit binding is determined by rolling a d20 on the *SPIRIT BINDING TABLE* (located in the appendix at the end of this book). While it is assumed that a shaman of any level of ability has bound countless lower level spirits to his or her person, player/shamans should keep a detailed record of the more powerful spirit entities that they are able to acquire as helpers.

Note: It is not possibile for shamans to bind spirit beings of greater than 15th level.

3. ***THE POWER ANIMAL:*** The most important spirit helper that a shaman can acquire is his or her totem, or *power animal*. Power animals are actually the spirit forms of departed animals, and function as the shaman's spirit guardian and familiar. Unlike other spirit entities, the shaman's power animal increases in level as the shaman does, and will willingly remain in service to the shaman for life (see the spell of Low Magic: *Locate Power Animal*, for more details).

4. ***+1 Saves vs Perception:*** This ability improves by +1 per every 3 levels of ability gained.

SHAMAN

Minimum Attributes: INT: 12 WILL: 15 PER: 14
Alignment: Any
Combat Capabilities: Untrained
Special Abilities: See Text
Single-Classed

SKILLS

Level 1	Any 2 Weapons Spell Casting	Read Magic (100%) Herb Lore
Level 3	Herbal Remedies	Wood Craft
Level 5	Toxic Powders	Venoms and Poisons
Level 7	Magical Mixtures	Read Tracks
Level 9	Runes Stalking	
Level 10	Minor Magic Items	
Level 11	Rods, Staves, and Wands	
Level 12	Greater Magic Items	Magical Weapons and Armor

Alignment is rarely of concern to sorcerers, as most of these spell casters tend to be somewhat skeptical of the standard concepts of "good" and "evil." As a result, many sorcerers adopt only such ethics and moral standards as suits their needs, or ignore such considerations altogether. Sorcerers of this type are often among the most dangerous and unscrupulous of characters, offering their services to the highest bidders in exchange for wealth, influence, and power.

SORCERER

Minimum Attributes: INT: 14 WILL: 12
Alignment: Any
Combat Capabilities: Untrained
Special Abilities: None
Dual-Classed

SORCERER

Sorcerers are dual-classed spell casters who approach the study of magic from a scientific and analytical point of view. Their major field of study is *Sorcery*, with their secondary field being either *Enchantment* or *Black Magic* (player's choice).

Though sorcerers may be intrigued by the mysteries of ritual and divine magic, they are generally much more interested in the theory and natural laws which cause spells to function. To these spell casters all magical phenomena can be explained in scientific terms; i.e., illusions are merely refracted light, levitation is a temporary relaxation of gravity in a restricted area, and summoning spells are no more than a selective application of the principles of interdimensional travel. Even such arcane magics as curses and conjurations are viewed by sorcerers as primary examples of the laws of association and contagion.

To this end, sorcerers will rarely associate with witches, druids, or (especially) shamans, whom they feel are both primitive and unscientific in their methods. Alchemists, astrologers, and magicians are viewed in a more favorable light, and sorcerers are generally fascinated (if somewhat baffled) by the methodologies of wizards, priests, and mystics.

SKILLS

Level 1	Any Single Weapon	Spell Casting
	Read Magic (100%)	Magical Mixtures
Level 3	Herbal Elixirs	
Level 5	Toxic Powders	
Level 7	Potions Scrolls	
Level 9	Minor Magic Items	Alchemical Dusts
Level 10	Rods, Staves and Wands	
Level 11	Greater Magic Items	
Level 12	Magical Weapons and Armor Machina	

Through the use of their specialized talents, spies are able to develop keen powers of observation. As a result, spies always save vs Perception at a bonus of +1 (per every 2 levels of ability).

As specialists, spies can generally find lucrative employment in any large city. Many important individuals, nobles and government officials regularly utilize spies as informants.

Through their association with such individuals, spies may themselves come to gain great power and influence. Still, it is said that the best spies are those who are unknown save for the results of their work.

SPY

Minimum Attributes: INT: 12 DEX: 12 CHA: 10 PER: 14
Alignment: Any
Combat Capabilities: Skilled
Special Abilities: See Text
Single-Classed

SPY

Spies are specialists in the practice of subterfuge, espionage and undercover operations. Secretive by nature, most spies use various aliases and disguises to keep their true identities from being discovered. Along with their listed skills, all spies may choose to be proficient in one of the following special abilities:

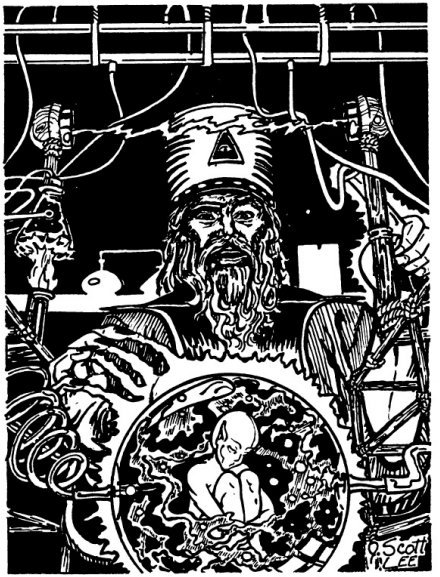
Waylay: In game terms this is the ability to render an opponent unconscious with a single blow. A blunt or heavy weapon (such as a blackjack, club, mace, etc.) is required for this purpose. This ability may not be used in combat unless the intended victim can be attacked from behind or surprised. Chance of success for a spy using this ability is 25%, +5% per level of ability.

Assassinate: This is the ability to deliver a fatal blow, thrust or strike with a single attack. The dagger or garotte is most often used for this purpose, as both are easy to conceal and can be used quickly. This ability cannot be used in combat unless the intended victim can be attaacked from behind or surprised. A spy's chance of success for any attempted assassination is 25%, +5% per level of ability (95% maximum). Note that a standard attack roll is necessary, unless the intended victim is unconscious, incapacitated, asleep, etc. If the spy scores a hit, the *Assassinate* % is then rolled; if this % roll is successful the attack is fatal. If not, the victim merely takes normal damage from the weapon being employed.

SKILLS

Level 1	Any 2 Weapons Stealth Hide Scaling Walls	Evade Pursuit Tailing Lock-Picking Lip Reading
Level 3	+1 to Hit Decipher	Infiltrate Set/Disarm/Detect Traps
Level 6	+1 to Hit	Interrogate Forgery
Level 9	+1 to Hit	2 Attacks per Round
Level 12	+1 to Hit	One Additional Weapon

Level 15, 18, 21, etc. +1 to Hit



THAUMATURGE

Thaumaturges are dual-classed magician/alchemists and practitioners of the esoteric field of study known as Thaumaturgy. Though related in certain respects to the more traditional discipline of Alchemy, the practice of Thaumaturgy entails the use of magic to replicate the most advanced alchemical procedures.

As thaumaturges are essentially magicians, they do not generally comprehend the concept of "Projection of Will," and do not use rare earths in their operations. Instead, they employ the cantrip, *"Thaumaturgic Enchantment,"* a first level spell restricted only to members of this profession. This spell duplicates the alchemist's ability to utilize rare earths, though in a somewhat less effective manner (-5% on all chance of success die rolls on all operations except Magical Mixtures, Philtres, and Potions).

The inability to utilize rare earths also renders thaumaturges incapable of concocting Essences or creating an aludel or athanor (alchemical equipment used in many advanced operations). In place of these devices, thaumaturges are able to employ an enchanted vessel of brass, which will work in conjunction with any ordinary furnace. To create such a vessel requires seven weeks' time and approximately 1000 gold pieces worth of materials.

Only by employing an enchanted brass vessel can thaumaturgists attempt to create Aqua Vitae, the wonderous liquid used in the creation of artificial life. The chance of success for a thaumaturge attempting to concoct Aqua Vitae is 20% + 2% per point of Intelligence; with regard to the creation of homonculi, all chance of success die rolls suffer a penalty of -5%.

While thaumaturges are in some ways hampered by their unorthodox methods, their techniques do offer certain advantages. Because they can activate mixtures by the use of magic, thaumaturges may perform as many operations per day as they are capable of casting spells (time required to complete a given operation is still a factor, of course). The experience which high level thaumaturges have with powders of conjuration allow them to create homonculi with as many as twelve different ingredients (as opposed to only eight for alchemists). Furthermore, thaumaturges are able to employ plant ingredients in such mixtures, and some even claim to be able to create hybrid plant species via the homonculous process.

Because the philosophical differences between Alchemy and Thaumaturgy are so extreme, practitioners of these two fields of study will never work with each other on any alchemical or magical operation.

THAUMATURGE

Minimum Attributes: INT: 12 WILL: 12 PER: 12
Alignment: Any
Combat Capabilities: Untrained
Special Abilities: See Text
Dual-Classed

SKILLS

Level 1	Read Magic (100%) Any Single Weapon Magical Mixtures	Spell Casting Analyze Mixtures Horticulture
Level 2	Herb Lore	
Level 3	Toxic Powders	
Level 4	Philtres	
Level 5	Herbal Elixirs	
Level 6	Venoms and Poisons	
Level 7	Potions	
Level 8	Alchemical Dusts	
Level 9	Minor Magic Items	
Level 10	Advanced Alchemical Substances	
Level 11	Rods, Staves and Wands	
Level 12	Golems	Greater Magic Items
Level 13	Homonculi	Aqua Vitae

WARRIOR

Warriors are the most common of the highly trained fighting professions, and are found in most types of civilized and uncivilized cultures. As they are single-classed characters specializing only in combat, warriors advance rapidly in level of ability, and can gain multiple attacks at an earlier stage than other highly trained fighter classes. Unlike other highly trained fighters, warriors may acquire any number of weapon specializations (see Skills).

Because the earliest part of a warrior's training focuses on weapon skills, these individuals are initially restricted from gaining proficiency in any of the weaponless combat techniques (such as martial arts, boxing, and wrestling). This restriction applies only to first level warriors, however, and once warriors have attained the second level of ability, they may acquire any type of skill desired.

Warriors may be of any alignment, and (depending on their choice of additional skills) may choose to earn a living by any number of means. Those who acquire thieving skills may work as brigands or pirates, taking on rogues, corsairs or charlatans as partners in crime. Individuals who choose to become proficient in wood lore may work as trappers, traders, or even scouts. Warriors who concentrate mainly on acquiring combat skills and training may seek employment as mercenary or enlisted soldiers, and may advance in rank as follows:

LEVEL OF ABILITY	*RANK*
1st	Private, Infantryman, etc.
3rd	Sergeant
5th	Lieutenant
7th	Captain
9th	Commander

Game Judge's Note: At least initially, player/warriors should be proficient in the type of weapons most commonly used in their native lands. N.P.C. warriors should generally be equipped only with weapons and armor which accurately reflect the culture, degree of civilization, climate and terrain of their country or territory. In most instances, it should be possible to identify the nationality of N.P.C. warriors by the type of equipment, weapons and/or armor that they wear.

WARRIOR

Minimum Attributes: STR: 12
Alignment: Any
Combat Capabilities: Highly trained
Special Abilities: None
Single-classed

SKILLS

Level 1	Any 4 Weapons (except Martial Arts I & II,	Any 3 Combat Skills Boxing and Wrestling)
Level 2	+1 to Hit	One Additional Weapon
Level 4	+1 to Hit	Add One Skill (Any Type)
Level 5	2 Attacks per Round	
Level 6	+1 to Hit	One Additional Weapon
Level 8	+1 to Hit	Add 1 Skill (Any Type)
Level 10	+1 to Hit	3 Attacks per Round
Level 12	+1 to Hit	One Additional Weapon
Level 14, 16, 18, 20, etc.	+1 to Hit	

All witches and warlocks are able to pass through any type of terrain without leaving discernable tracks or traces of any kind. Hunters, creatures or individuals who possess specific tracking skills have a 5% chance (per level of ability) of noticing that someone or something passed through the area in question, but even they will be unable to find any clear traces.

WITCH (WARLOCK)

Minimum Attributes: INT: 14 WILL: 14
Alignment: Any
Combat Capabilities: Untrained
Special Abilities: Pass without Trace
Dual-Classed

SKILLS

Level 1	Any One Weapon Herbal Remedies	Herb Lore
Level 3	Herbal Elixirs	
Level 5	Venoms and Poisons	Philtres
Level 7	Potions	
Level 9	Runes	Scrolls
Level 10	Minor Magic items	
Level 11	Rods, Staves, and Wands	
Level 12	Greater Magic Items	

WITCH/WARLOCK

Witches (and their male counterparts, warlocks) are dual-classed spell casters of considerable power. While popularly depicted as being evil in nature, both witches and warlocks may be of any alignment. Those of evil alignment will be practitioners of *Elemental Magic* and *Black Magic*, while good (or white) witches and warlocks will usually practice *Elemental Magic* and *Enchantment*. Neutral members of this profession tend to favor enchantment as their second field of study, though neutral witches who dabble in black magic are not uncommon.

Because of their association with black magic, both witches and warlocks have at times been persecuted (and even hunted for bounty) by superstitious folk and certain religious orders. It is for this reason that witches and warlocks tend to distrust individuals of lawful alignment, and as such will rarely associate with these types. Most witches prefer the surroundings of woods, forests, and wilderness areas and seldom remain within the confines of a city or large town for any great length of time. While many of these individuals are loners by nature, large covens of witches and warlocks have been known to meet on certain occasions (such as the changing of seasons, the new moon, etc.). It is a common practice of black witches to form smaller covens of thirteen members and to practice a variety of dark and sinister rituals.

Perhaps the most fearsome use of this form of spirit binding is the creation of a juju, a shrunken head imbued with the spirit of a deceased spell caster. Considered by witchdoctors to be the most potent of malefic charms, these horrid fetishes take two weeks to create; the skull being removed, the head shrunk, and the eyes and lips sewn shut to prevent the escape of the spirit. Once completed, the juju awaits only the binding of an appropriate spirit. Any spirit bound to a juju will be imprisoned forever, or until it is granted its release. While imprisoned in the juju, the spirit must answer truthfully any question put to it by its owner. Should the owner of a juju foolishly ask the spirit more than three questions in a given month, the fetish will lose its power, and the spirit will be freed. Any spirit freed from such confinement will not rest until it has wreaked vengeance upon the witchdoctor who imprisoned it and all who ever owned the juju.

Like shamans, witchdoctors are able to see into the spirit realm (range: 20 ft. radius), and detect spirit, astral or ethereal presences at will. Note that it is not possible to see into the spirit realm and the prime material plane simultaneously.

WITCHDOCTOR

Minimum Attributes: INT: 12 WILL: 12 PER: 12
Alignment: Any Evil Alignment
Combat Capabilities: Untrained
Special Abilities: Limited Spirit Binding, See Into Spirit Realm
Dual-Classed

WITCHDOCTOR

Witchdoctors are dual-classed practitioners of Low Magic and Black Magic. Like necromancers they are evil in nature, and must declare allegiance to either the race of demons or the race of devils in order to acquire magical ability (see the necromancer profession for details concerning the pacts which must be made at levels 1,5,7,9, and 13). In some regions, they are called witch-men or witch-women.

Though witchdoctors are practitioners of Low Magic, their abilties in this area are quite limited. They are unable to cast any of the restricted spells from this field except those which pertain to *Image Magic*. Neither are witchdoctors able to obtain the services of a *Power Animal*, consequently rendering them unable to bind spirit forms to their physical selves.

Witchdoctors can, however, bind spirit forms to any type of inanimate object (such as a spear, staff, stone, etc.). Only one spirit may be bound to any given object, each such device counting as a magic item. At the witchdoctor's behest, a bound spirit may be called forth to service but once, after which it will be free to depart the material plane. Chance of success is determined by rolling a d20 on the spirit binding table (located in the appendix at the end of this book) at a penalty of -1.

SKILLS

Level 1	Any 2 Weapons Read Magic (100%)	Spell Casting Herb Lore
Level 3	Toxic Powders	Woodcraft
Level 5	Venoms and Poisons	
Level 7	Magical Mixtures	
Level 9	Runes	
Level 10	Minor Magic Items	
Level 11	Rods, Staves and Wands	
Level 12	Greater Magic Items	
Level 13	Magical Weapons and Armor	

WITCH HUNTER

Witch Hunters are dual-classed hunter/mystics, and are perhaps the most unusual individuals of the Atlantean Age. Though some of these characters may be associated with a church or religious group, most prefer to work independently, accepting only such work as they see fit.

Like the majority of bounty hunters, most witch hunters of the Atlantean Age are chaotic by nature. Unlike their mercenary counterparts, however, a professional witch hunter will often specialize in the hunting of spell casters. The fees commanded by witch hunters for such dangerous work will usually match a bounty hunter's highest rates. Witch hunters who work for a church or religious group will generally either waive their usual fee or accept only a small portion of the bounty and donate the rest to charity.

Because witch hunters are themselves spell casters, they may not wear armor of any sort. They may operate alone or with a group of adventurers, depending upon the preference of the individual witch hunter. It should be noted that members of this profession are generally regarded with distrust by most types of spell casters, who will occasionally hire bounty hunters or assassins to hunt them down. Witch hunters of great renown are sometimes refered to by spell casters as "wizard hunters," "priest hunters," etc., depending on the type of spell caster the witch hunter in question seems to prefer stalking. Such pseudonyms are by no means intended to be complimentary, but are basically meant to "brand" the witch hunter according to his or her reputation.

WITCH HUNTER

Minimum Attributes: INT: 12 WILL: 14 P STR: 12 DEX: 12 PER: 10
Alignment: Any (Most are Chaotic)
Combat Capabilities: Highly Trained
Special Abilities: None
Dual-Classed

SKILLS

Level	**1**	Any 2 Weapons Read Tracks Read Magic (55%) Stealth	Spell Casting Tracking Tailing
Level	**2**	+1 to Hit	
Level	**4**	+1 to Hit	One Additional Weapon
Level	**6**	+1 to Hit	
Level	**7**	2 Attacks per Round	
Level	**8**	+1 to Hit	
Level	**10**	+1 to Hit	One Additional Weapon
Level	**12**	+1 to Hit	
Level	**13**	3 Attacks per Round	
Level	**14, 16, 18, 20, etc.**	+1 to Hit	

WIZARD

Wizards are dual-classed spell casters and practitioners of the more traditional forms of ritual magic. Their primary field of study is *High Magic*, and they may choose either *Enchantment* or *Black Magic* as their secondary field.

Though wizards may be of any alignment, most tend to adopt a code of ethics and abide by it with a certain degree of self-discipline. This is probably due to the nature of high magic, an arcane body of magical lore whose origins are said to pre-date the dawning of mankind. Steeped in ancient tradition, the study of this field allows wizards to learn what are perhaps the most potent magics known to man: the spells of evocation, and the words of power and command.

Through the use of the spells of evocation, wizards may seek to enlist the aid of spirit beings, demons, or devils, as they desire. Wizards may employ these supernatural allies to attain power such as few spell casters can hope to exceed, though not without certain risks; only the most disciplined wizards can avoid the temptation to play one race of beings against the other in order to gain greater power. Needless to say, such endeavors run a degree of risk commensurate with the level of the creatures being evoked.

Wizards seldom have any great difficulty earning a living, as their peculiar magical talents generally make them much in demand (especially in civilized areas). At the lower levels of ability, it is not uncommon to find these individuals working with a group of adventurers or as mercenaries, protecting caravans, trading vessels, or wealthy merchants. High level wizards may find extremely lucrative jobs working as advisors to nobles, government officials or even members of royalty.

WIZARD

Minimum Atributes: INT: 12 WILL: 14
Alignment: Any
Combat Capabilities: Untrained
Special Abilities: None
Dual-Classed

SKILLS

Level 1	Any One Weapon Spell Casting	Read Magic (100%) Magical Mixtures
Level 3	Toxic Powders	
Level 5	Philtres	
Level 7	Potions	Scrolls
Level 9	Minor Magic Items	
Level 10	Rods, Staves, and Wands	
Level 11	Greater Magic Items Magical Weapons and Armor	
Level 12	Homonculi (with Alchemist Only) Golems	

CHARACTER BACKGROUNDS

BACKGROUND

In The Atlantean System, a character's background is an important factor in the determination of the type of secondary skills and contacts a character will have acquired during his or her pre-game career. All player/characters should review the following section and choose a background for their character, keeping in mind that improbable background/profession combinations (such as barbarian/alchemist) should be avoided. Based on their campaigns, Game Judges may disallow certain combinations of backgrounds and professions as they see fit.

A Note on "Contacts:" Contacts are simply N.P.C.s that a player has met at some time prior to the start of his or her actual game career (such as shopowners, minor officials, friends, etc.) The Game Judge should try to create a few N.P.C. contacts for each player as soon as possible, in order to give the player a better feel for his or her character's past (pre-game) history.

OUTCAST: Characters who hail from this type of background will have formerly associated with the likes of beggars, thieves, criminals, escaped slaves, enemies of a church or state, etc.
Contacts: Underworld, black market, corrupt petty officials and sentinels, etc.
Background Skills: Streetwise, Streetfighting, Thieves' Cant, Gambling, Drinking (choose two).

BARBARIAN: Characters who hail form this type of background will have formerly been raised in a barbaric or primitive culture (nomad, hillmen, etc.). The type of terrain (steppes, desert, tundra, forrest, jungle, island, etc.) which the character is familiar with should be determined according to the Game Judge's campaign world.
Contacts: Members of other tribes, tribal Shamans or Druids, scouts, traders, trappers, etc.
Background Skills: Woodcraft, Hunting/Fishing/Trapping, Barter, Swimming, Sign Language, Riding (choose two).

VILLAGER: Characters who hail from this type of background will have been raised in a small village, hamlet, or settlement. The type of village (fishing, farming, etc.) should be determined according to the Game Judge's campaign world.
Contacts: Village magistrate (if applicable), local villagers, peddlers, craftsmen of various sorts, etc.
Background Skills: Haggling, Additional Language, Basic Seamanship, Barter, Swimming, Riding (choose two).

CITY DWELLER: Characters who hail from this type of background will be familiar with most of the basic aspects of life in a large city or township. The type of city (seaport, capitol city, etc.) and its location is determined according to the Game Judge's campaign.
Contacts: All types of character classes, guilds, merchants, etc.
Background Skills: Streetwise, Haggling, Drinking, Gambling, Reading/Writing one Additional Language (choose two).

ARISTOCRAT: Characters who hail from this type of background will be familiar with the finer or gentler aspects of civilisation. Individuals who have had an aristocratic upbringing will generally be able to read and write, and will be familiar with the social graces and amenities of the upper class. Add + 40% to any Aristocratic Character's *Wealth and Possessions* die roll, and *disallow* the following skills: Streetwise, Street Fighting, and all skills pertaining to Woodlore.
Contacts: All types of aristocratic folk, clergy, artisans, etc. Little or no contacts amongst those of lower social standing.
Background Skills: Diplomacy/Protocol, Reading/Writing, up to two Additional Languages, (choose two).

Once a character's background has been chosen, a place of birth may be established based on the campaign being employed. If the Atlantean trilogy is being used, the following background/place of birth reference may be employed:

BACKGROUND	***POSSIBLE PLACE OF BIRTH***
Outcast	Any
Barbarian	Eria, Turan, the Gondwanan interior, Dravidian Hills, Hyperborea, Northern Khitai
Villager	Mediterranean coast, Northern Atlantis, Erian coast, Gondwanan coast, etc.
City Dweller	Atlantis, Khitai, Tartessos, Mohenjo-Daro, Acheron, Kaffir
Aristocrat	Avalon, Atlantis, Khitai, Acheron, Tartessos

RENOWN

Renown is the measure of a character's fame and reputation. As an optional feature the Renown rating gives the players and the Game Judge an idea of how well-known any given character is in his or her world, and can be used as a "reaction die" roll.

To add this factor to your game the following rules are suggested:

1. All first level characters start with a Renown rating of 1-4%.

   This reflects the young character's relative inexperience and modest reputation.

2. Any time a character performs a *truly* valiant, heroic, sinnister, or notable deed, his or her Renown increases by 1-5% (Game Judge's ruling). The more successful the character becomes, the more his or her reputation (and Renown) grows.

3. When a character is introduced to individuals or intelligent creatures of any sort (or whenever someone speaks his or her name), the Game Judge should roll % dice vs the character's Renown. If the result is less than or equal to the character's Renown rating, the individuals/creatures will have heard of the character's reputation. Their reaction is then determined by the Game Judge's evaluation of the character's reputation; i.e. if the character is a renowned warrior, only a fool (or an individual seeking to gain Renown) might look to cause trouble with him or her. If the character is renowned as a holyman, only the most evil individuals might accost him without reason. On the other hand, a high Renown rating can work against characters like rogues, spies, assassins, and individuals who prefer to maintain a degree of annonymity.

4. It is possible to lose up to half of one's Renown total by suffering an embarassing defeat or setback at the hands of a lesser-known individual, or by performing some action which brings about a loss of prestige, casts shame upon one's self or one's companions, etc. Worse still, a particularly humiliating or scandalous incident can increase an individual's Renown by up to 100%, but in a most unfavorable way; in such cases, the unfortunate victim becomes very well-known as a coward, a cad, a laughing stock, or whatever seems most appropriate. While such incidents can be quite damaging to an individual's

reputation, it is usually possible to restore one's good name by undertaking noble or courageous deeds of some sort (Game Judge's ruling as to how effective any such deeds will be in restoring lost renown).

5. Conversely, an individual of comparatively little reputation may double or triple his or her Reknown by the successful undertaking of some feat of legendary or otherwise astounding proportion. Alas, such fame is often fleeting; 10-100% of the newly acquired Renown will be lost within a month's time, as people gradually forget about the former hero or heroine (Game Judge's ruling in all such cases).

Note: If a character is *far* from his home land, it is fair to reduce his or her Renown % by as much as 50-75%. For this reason, Renown ratings in excess of 100% are permissable, and quite possible. It should also be noted that a character's Renown may temporarily revert to 0% if he or she is traveling through desolate or uncivilised areas.

MENTAL AND PHYSICAL ATTRIBUTES

In The Atlantean System, players are allowed to choose the attribute scores for their characters. This is done by dividing a total of 100 + 2d6 points amongst eight different mental and physical attributes: Intelligence, Will, Perception, Charisma, Strength, Dexterity, Constitution and Speed. Players may divide up points as they wish, within the following restrictions:

The Racial Maximum Rule: This rule states that there are only a very limited number of individuals in the world who possess an absolute racial maximum score in *any* mental or physical attribute. In game terms, this is represented by giving the player a flat *10%* chance that his or her character will have an attribute score equivalent to the racial maximum. Any time a player wants to try for a racial maximum for a new character, he or she must roll % dice. If the die roll equals 10% or less, the player/character gets the maximum score that he or she wanted. If not, the player will have to settle for a score that is at least *one point below* the racial maximum for the attribute in question.

The Minimum Attribute Rule: This rule simplly states that *no* beginning player/character may have an attribute score lower than *6.*

Game Judge's Note: Non-player characters such as "normal" townsfolk, villagers, etc. may be given attribute scores that are lower than the stated minimum of 6, if desired. Attribute totals for such individuals (or for animals and monsters) may likewise be lowered in order to add emphasis to the "heroic" nature of player/characters and powerful N.P.C.s.

ATTRIBUTES

Intelligence (INT): This attribute represents the character's powers of reason, and his or her ability to retain information and knowledge. Intelligence is the determining factor whenever a character is attempting to decipher strange writings, comprehend foreign languages, etc.

Will (WILL): This attribute represents the character's mental toughness, willpower, faith and wisdom. Will is the determining factor whenever a character is attempting to resist "control" or "influence-type" spells, torture or interrogation, bribes, etc.

Perception (PER): This attribute represents the character's degree of sensory awareness, including the abilities of sight, hearing, smell, taste, and touch. A save vs Perception is used whenever a character is attempting to locate hidden objects, hear noises, detect invisible presences, etc. A save vs Perception may also be used as a determinant in certain "surprise" situations.

Charisma (CHA): This attribute represents the character's persuasiveness, and presence (*not* appearance). A save vs Charisma may be used as a reaction die roll (a successful save means that initial reaction to the character is favorable), or whenever a character is attempting to convince, persuade, or command other individuals *without* the use of threats or violence. A save vs Charisma may also be used to determine if a leader or commander can rally companions, troups, etc. when faced with danger (as per a morale check).

Strength (STR): This attribute represents the character's physical power, and his or her capacity for lifting or carrying objects of all sorts (see ENCUMBRANCE). Strength is the determining factor whenever a character is attempting to break free from any physical restraint by the use of force.

Dexterity (DEX): This attribute represents the character's agility, coordination, and deftness. Dexterity is the determining factor whenever a character is attempting to dodge an attack (magical or physical), climb, or perform any action which requires coordination. Note that individuals will possess 18+ dexterity may attempt to dodge device-propelled missiles and missile spells (see COMBAT).

Constitution (CON): This attribute represents the character's physical toughness, conditioning and endurance. Constitution is the determining factor whenever a character is subjected to poison, lack of food or water, harsh climatic conditions, physical stress, or "death-magic-type" spells.

Speed (SPD): This attribute represents the character's speed afoot, *and* reaction time. While many game systems have a standard rate of movement for humans and humanoids, it is unrealistic to assume that all such individuals run or move at the same speed. Thus, in The Atlantean System, a character's Speed can range from 6-18, with modifications for race. Speed is the determining factor in any *chase* situation and as a measure of a character's *reaction time* in combat (see *COMBAT: Tactics and Surprise*).

Optionally, a save vs SPD may be substituted for any save vs DEX required to dodge or elude an attack (magical or otherwise). Individuals who exercise this option are considered to be attempting to flee from the threat in question; i.e., moving *away* from the attack. At the Game Judge's option, such an attempt may prohibit the individual from attacking on the following round.

Bonuses For High Attributes: Individuals and creatures who possess high scores in certain attributes receive bonuses, as follows:

STRENGTH

Score	Additional Damage per Attack
15	+1
16	+2
17	+3
18	+4
19	+5
20	+6
21	+7
22	+8
23	+9
24	+10
25	+12

INTELLIGENCE

Score	Bonuses for INT Skills*
15	+5%
16	+5%
17	+10%
18	+15%
19	+20%
20	+25%
21	+30%
22	+35%
23	+40%
24	+45%
25	+50%

***INT SKILLS:** Decipher, Hide, Camouflage/Ambush, Read Magic, Woodcraft, Analyze Mixtures.

PERCEPTION

Score	Detect Invisibility	Bonuses for PER Skills*
15	20%	5%
16	30%	10%
17	40%	15%
18	50%	20%
19	60%	25%
20	70%	30%
21	80%	35%
22	90%	40%
23	95%	55%
24	99%	60%
25	100%	70%

***PER SKILLS:** Tracking, Read Tracks, Detect Traps, Detect Snares, Tailing, Forgery

DEXTERITY

Score	Bonus to Hit	Bonus for Dex Skills*
15	+1	+ 5%
16	+1	+ 5%
17	+2	+10%
18	+3	+15%
19	+4	+20%
20	+4	+25%
21	+5	+30%
22	+5	+35%
•23	+6	+40%
24	+6	+45%
25	+7	+50%

***DEX SKILLS:** Set/Disarm Traps, Set/Disarm Snares, Lock Picking, Picking Pockets, Stalking, Waylay, Assassinate

CONSTITUTION

Score	Additional H.P. Per Level
15	1
16	1
17	2
18	3
19	4
20	5
21	6
22	7
23	8
24	9
25	10

CHARISMA

Score	Acting	Oratory	Infiltrate	Con
15	+ 1%	+ 5%	+ 1%	+ 5%
16	+ 2%	+10%	+ 2%	+10%
17	+ 3%	+15%	+ 3%	+15%
18	+ 4%	+20%	+ 4%	+20%
19	+ 5%	+25%	+ 5%	+25%
20	+ 6%	+30%	+ 6%	+30%
21	+ 7%	+35%	+ 7%	+35%
22	+ 8%	+40%	+ 8%	+40%
23	+ 9%	+45%	+ 9%	+45%
24	+10%	+50%	+10%	+50%
25	+15%	+55%	+15%	+60%

HIT POINTS

In order to make lower-level characters more competitive (and in order to keep high level characters from becoming nearly invulnerable), the following system may be used to determine hit points:

- All characters regardless of profession start play with *1 hit point per each point of Constitution.* To this total is added:
- *2 H.P. (+ 2 H.P. per level of ability gained) for all untrained fighters,* such as spell casters, common folk, etc.
- *4 H.P. (+ 4 H.P. per level of ability gained) for all skilled fighters,* such as rogues, harlequins, corsairs, etc.
- *6 H.P. (+ 6 H.P. per level of ability gained) for all highly trained fighters* such as warriors, hunters, gladiators, etc. Monsters may be included in this category, though Game Judges may alter their H.P. totals as desired
- Any applicable bonses for having a high Constitution score (added once per each level of ability gained).

Note: After 12th level, all characters gain only 1 H.P. per level (no Constitution bonuses after this time).

LIFE AND DEATH IN THE GAME

If an individual is wounded and reduced to *zero* or less hit points, he or she is rendered unconscious. The Game Judge must roll a "secret" save vs the victim's Constitution; if the save is successful, the victim will survive, and will regain consciousness in 1-4 minutes. Upon regaining consciousness, the victim will have *1* hit point, but will be weak and unable to move or cast spells until some type of healing can be obtained.

If the victim's save is unsuccessful, *death* will result within 1-4 minutes. Note that only the Game Judge will know the condition of an unconscious victim, though certain spells may be used to make such a determination (individuals who are skilled in the *healing arts* will also be able to diagnose an unconscious victim's condition). Optionally, the Game Judge may rule that any individual reduced to -10 or less H.P. is dead.

Note that individuals who have been slain may be restored to life by magic. There is no limit to the number of "lives" that an individual may have, though return from the dead is not always possible; most magics which are capable of restoring life require the victim to roll a *save vs Constitution* to see if the spell works. A victim is allowed only *two* such chances to be restored to life; if both fail, the victim's spirit departs the material plane, and the victim's physical body dies.

HEALING

Individuals heal naturally at the rate of 1 H.P. per level, per day. Total rest effectively doubles the rate of healing, and a variety of spells and substances may be employed to speed up the healing process.

SAVING THROWS (SAVES)

In the Atlantean System all saving throws (or saves) are made by rolling a D20. For individuals or creatures of any kind, all saves are rolled vs an attribute; i.e., a save vs Dexterity is used whenever an individual or creature is attempting to dodge or elude, a save vs. Will is used for any attempt at resisting magical influence, and so on. In all cases where a save of any type is required, a roll of 11+ means that the save is successful. Thus, the average individual or creature has a 50/50 chance of making any saving throw. This simple rule makes it easy for the Game Judge to determine saving throws for any N.PC.s or monsters that need to be added to an adventure on the spur of the moment.

Modifiers: There are several factors which can modify saves. These are:

High Attribute Scores: Characters or creatures with above-average attribute scores receive bonuses for saves, as follows:

Attribute Score	Bonus for Save
15-16	+1
17	+2
18	+3
19	+4
20	+5
21	+6
22	+7
23	+8
24	+9
25	Automatic success

LOW ATTRIBUTE SCORES: Characters or creatures with below-average attribute scores receive penalties for saves, as follows:

Attribute Score	Penalty for Save
9	-1
8	-2
7	-3
6*	-4
5	-5
4 or less	-6

*Lowest attribute score permissable for a player/character.

Magic: Certain magic items and spells can raise or lower attribute scores and/or saves, according to their +/- rating.

Game Judge's Ruling: The Game Judge may modify any save based on the prevailing game circumstances, as he or she sees fit.

SAVING THROWS FOR INANIMATE OBJECTS

When determining saving throws for inanimate objects, articles of clothing, devices, etc. use the same 50/50 system of saves employed for living creatures, with the following modifiers:

1 ***Common Sense:*** This is the most important modifier to consider. If a 1000-year old scroll is hit by a fireball, or a two-ton earth elemental tramples on a crystal ball, the results should be pretty obvious. If there's a shadow of doubt (or any reasonable extenuating circumstance), roll a save and *divide* the die result by 2. Conversely, items that by their nature would seem immune or highly resistant to a particular attack form or mishap may be automatically spared. If there is some doubt, roll a save and *multiply* the result by 2.

2 ***Quality:*** As we all know, inferior goods are prone to fall apart especially when you need them. To simulate this factor, *divide* saves for *inferior* goods by 2, *multiply* saves for *superior* quality goods by 2, and *average* quality goods get a standard save.

3 ***Magic***: Magic items are treated as *superior*-quality goods. If applicable, give +1-4 bonuses to magic weapons, armor, amulets, etc.

ENCUMBRANCE

Encumbrance is an important factor in the game, as it can affect the movement rate of individuals, animals, wagons, etc.

As keeping a strict account of each character's gear and belongings would be both tedious and undesireable, the following simple rules should be observed:

- *Basic Equipment* does not count towards an individual's maximum encumbrance limit. Included in this category are an individual's clothing, most types of armor, a single two-handed weapon (or two single-handed weapons), and 2 lbs. of miscellaneous gear or weaponry (per point of STR) carried in pouches, packs, sheathes, scabberds, etc. Heavier types of armor, though fashioned for even weight distribution, are still encumbering to a certain degree. In game terms, chain mail can be considered as 10 lbs. encumbrance, plate/scale/splint mail and lamellar as 20 lbs. encumbrance, and plate armor as 40 lbs. encumbrance (actual weight is about double the figures used here).

- Any article or object which is extremely bulky or unbalanced (such as a large chair, a tapestry, a large chest, etc.) should be considered to be *encumbering* (equal to maximum encumbrance), regardless of its actual weight. Game Judges and players should use common sense in any case where this type of encumbrance is a factor.

- Individuals may carry *twice* their normal maximum encumbrance *only* if the article being carried can be slung over the shoulders, and is reasonably balanced. Even so, the length of time which such a load can be carried is limited to *one* minute per each point of Constitution that the individual possesses. Once this limit has been reached, the individual must rest for a period of at least five minutes before resuming movement.

- ***Maximum encumbrance*** reduces Speed, Dexterity, and movement by *50%*.

- ***2x maximum encumbrance*** reduces Speed, Dexterity and movement by *75%*, and prohibits individuals from running, dodging, etc.

MAXIMUM ENCUMBRANCE RATINGS

Human	10 lbs. x STR
Elf/Druas	8 lbs. x STR
Dwarf	12 lbs. x STR
Aesir	20 lbs. x STR
Nethermen	10 lbs. x STR
Zephyr	5 lbs. x STR
Andaman	12 lbs. x STR
Donkey or mule	200 lbs.
Pony	300 lbs.
Light warhorse	500 lbs.
Heavy warhorse	750 lbs.
Camel	1000 lbs.
Elephant	2000 lbs.

MAXIMUM CARGO LIMITS

Wagon	100 lbs. per beast
Raft	10 lbs. per sq. ft.
Canoe	600 lbs.
Galley	4,000 lbs.
Warship	6,000 lbs.
Sm. merchant	10,000 lbs.
Barge	20,000 lbs.
Lg. merchant	30,000 lbs.

LANGUAGES

In the Atlantean System, it is assumed that all individuals are able to communicate in the language of their native land. Reading and writing, on the other hand, are *not* considered to be skills which all individuals automatically possess (written materials were extremely scarce in the days before the invention of the printing press, and illiteracy was much more common than it is in modern times). Therefore, only members of the following professions are allowed to *automatically* possess reading and writing skills:

- Spell Casters (of any profession)
- Alchemists
- Scholars

Characters who hail from aristocratic backgrounds may also have acquired reading and writing skills, and certain types of backgrounds allow individuals to choose an *additional* language or two. Additionally, all humanoid characters are considered to be bi-lingual (being able to speak their racial tongue and one human language), all rogues and corsairs are able to converse in *thieves' cant*, and most barbarian and primitive peoples are able to converse in *sign language* (see: *Background Skills*). Aside from these instances, all other individuals must expend experience points in order to learn additional languages.

Note: If the Atlantean Trilogy is being used as the campaign world, individuals may choose from the following list of commonly known languages:

MAJOR LANGUAGES OF THE ATLANTEAN WORLD

Atlantean/ Mediterranean: The most commonly known language of the Atlantean Second Age.

Erian: Some differences in dialect exist between various clans.

Gondwanan: Quaddani dialect is somewhat different from the Gondwanan common tongue.

Tamoan: Language of the various peoples of Tamoanchan, with variations in dialect being most common.

Khitan: Dravidian dialect is somewhat different from the native tongue of Khitai.

Hyperborean: Spoken by Cimmerians, Vanir and the dwarves of this region.

NON-HUMAN LANGUAGES

Aesir: Language of the Aesir (giant folk).

Ancient Language of dragons and mythological beasts. Normally, only druids and beastmasters may learn this language, though it is said that certain unscrupulous dragons will teach humans how to speak the ancient tongue in exchange for *large* sums of treasure.

Andaman: Language of the Andaman (beast-men).

Aquatic: Language of the Makara and their rivals, the Tritons (mer-folk).

Dark Tongue: Language of Goblins, Ogres, and Trolls. Various related dialects are spoken by the Fomorians, Jotun, Aegir, Cyclops, and others.

Drow: Language of the Druas.

Dwarvish: Language of the Dwarves.

High Elven: Language of the Elven races.

Naga: Language of the Naga (serpent men). Understood by most species of reptiles and amphibians.

Sylvan: Language of sprites, Nymphs and most woodland beings.

Zephyr: Language of the Zephyr (winged men).

Note: At the Game Judge's option, individuals who speak different dialects (of the same language) may only *partially* be able to comprehend each other's conversation.

WEALTH AND POSSESSIONS

Before any character can start play, it is necessary to determine his or her current financial status. The measure of success which the character has had in his or her career (prior to the start of actual game play) is simulated by rolling percentile dice on the following table:

01-10% = ***Down and Out:*** Things have not been going very well so far in the character's career. Assets total only 20 + 1-10 G.P.

11-50% = ***Making Ends Meet:*** Up until now the character has been managing to get by. Assets total 50 + 1-20 G.P.

51-90% = ***Prospering:*** So far things have been going pretty well for the character. Assets total 100 + 10-100 G.P.

91-100% = ***Flourishing:*** Things have been going very well so far in the character's career. Assets total 200 + 10-100 G.P.

Notes: Assets may be divided up between equipment and money as the character sees fit, simulating the possessions which the character has managed to acquire prior to the start of game play.

Incidently, this table may be used to determine the wealth of high-level characters or N.PC.s by *multiplying* the asset total times the character's level of ability.

MONEY IN THE ATLANTEAN WORLD

In the Atlantean world the most common rate of exchange is based upon gold and silver, as follows:

10 copper pieces = 1 silver piece
10 silver pieces = 1 gold piece
10 gold pieces = 1 gold crown

Atlantean silver and gold pieces are quite small, weighing only about one pound per each 100 coins. Gold crowns are about twice as heavy, and are especially favored by merchants and travelers. Game Judges should feel free to add coins with different shapes, sizes, and/or denominations if they like. Also note that most tribal groups and clans (such as the Erians) do not employ currency, but instead use barter and trade as their sole means of exchange.

Note: See the appendix at the end of the book for a complete listing of equipment, weapons and goods available in the Atlantean world.

EXPERIENCE POINTS AND CHARACTER PROGRESSION

Characters in the Atlantean System progress upwards in level through the accomplishment of worthy deeds and endeavors. These accomplishments may take the form of heroic (or villainous) acts, discoveries, personal sacrifices, or the successful completion of a given task. In game terms, the performance of any such feat allows the character to gain experience points (X.P.), as follows:

• Slaying or defeating any monster or enemy allows the character to gain 100 X.P. per each level of ability (+ 1 X.P. per H.P.) of the vanquished opponent. If the opponent was exceptionally powerful or dangerous the Game Judge may elect to *double* the number of X.P. which the victor receives. Note that no X.P. is gained for the slaying of weak or helpless beings.

• The acquisition of gold or treasure of any sort yields 1 X.P. per each 1 G.P. worth of valuables gained.

• Avoiding or deactivating any trap, figuring out any riddle or puzzle, overcoming any obstacle or hazzardous situation, or making any discovery of note is worth 100-1,000 X.P. The Game Judge can determine exactly how many X.P. any such accomplishment will yield, based on his or her appraisal of the difficuly or importance of the task.

• Saving, rescuing, or aiding any character or creature is worth 100 X.P. per each level of the individual who has received the aid. For any action to qualify as "aid," it should be one which in some way *substantially* helps the recipient.

• *Turning undead* is worth 100 X.P. per level of each creature that is successfully turned.

• *Converting* any indivual to one's own faith is worth 100 X.P. per each new convert (regardless of level).

• Concocting magical or alchemical mixtures is worth 50 X.P. per level of the operation.

• Successfully inscribing any scroll is worth 100 X.P. per scroll.

• Successfully creating any magic item is worth 1,000 X.P. plus 1 X.P. per every 10 G.P. of the item's value.

• Successfully influencing any individual or creature by *non-magical* means is worth 100 X.P. per level of the individual/creature. Included in this category are the following: Conning, Oratory, Diplomacy, Animal Influence (beastmasters), etc.

• Binding any spirit into service is worth 100 X.P. per level of the spirit.

• During periods of relative inactivity, characters of any profession should be allowed to gain experience points by engaging in study or practice. The amount of X.P. that can be earned through the undertaking of such activity is as follows:

- **Studying/practicing without an instructor** = 10 X.P. per day, per level.
- **Studying/practicing at a school or university** = 20 X.P. per day, per level.
- **Studying/practicing with a Master** = 10 X.P. per day, per level multiplied by by the Master's level of ability

Game Judges' Note: Game Judges who would like to improve the quality of role-playing in their campaigns can adopt a policy of awarding a + 10% X.P. bonus for players who make an effort to role-play their game personas. This simple rule can go a long way towards improving the game by giving players a *real* incentive to think and role-play, instead of just hacking away at everything they see.

CHARACTER PROGRESSION BY LEVEL

As characters gain X.P. they are able to advance upwards in level of ability. The number of experience points needed per level is based on whether the character is *single classed* or *dual classed*, as follows:

Level	***Experience Points Needed***	
	Single Classed	**Dual Classed**
1	0	0
2	2,000	3,000
3	5,000	6,500
4	9,000	11,000
5	15,000	18,000
6	25,000	30,000
7	50,000	62,500
8	85,000	102,500
9	125,000	145,000
10	200,000	237,500
11	300,000	350,000
12	500,000	600,000
13	1,000,000†	1,250,000††

† 250,000 X.P. for each additional level of ability after this.
†† 300,000 X.P. for each additional level of ability after this.

Note that regardless of X.P. totals, no character may advance more than *one* level of ability per each *month* (minimum) of game time. The acquisition of vast sums of treasure (which should generally be an *extremely* rare occasion) or X.P. in a single adventure should *never* raise a character's ability by more than *one* level. Characters should always be allowed to use "extra" X.P. to acquire new skills, if desired, so that earned X.P. is never lost or wasted because of this rule.

AWARDING POINTS

a) While it is customary to award X.P. to players at the conclusion of a gaming session, Game Judges may award X.P. whenever they see fit to do so (individual accomplishments of merit may be rewarded with "instant" X.P. in order to give players a morale boost, or as incentives for good roll playing). Generally speaking, the division of gold or treasure X.P. is better left until the end of a game.

b) In combat situations, X.P. earned for the vanquishing of foes should be awarded to all who participate (in any way) in the melee. If four characters work together to subdue a level 8 dragon, all four participants should receive 1/4 of the X.P.; each character has learned from the experience of defeating a level 8 monster, and should accordingly be given equal credit. Note, however, that Game Judges should feel free to award less X.P. to player/characters who contribute less than their fellows in *any* melee or adventuring activity. The same should hold true for any X.P. gained from non-combat situations, such as solving a puzzle, making an important discovery, etc.

ALIGNMENT

In the Atlantean system, there are *4* different alignment designations.

1. ***Lawful Good:*** Lawful good characters are commited to upholding the laws, traditions and values of either a patron deity, a religious order, or a political faction. Honor, truth, justice and mercy are the highest ideals of lawful good individuals. Straying from the path of righteousness is deemed a betrayal of the cause, and is grounds for expulsion or excommunication from the political or religious order.

2. ***Neutral:*** Neutral characters generally choose to remain uncommited with respect to most political and religious causes. Most neutrals are lawful only with respect to upholding and maintaining their own beliefs.

3. ***Chaotic:*** Chaotic characters may lean towards good, evil or neutrality, depending on their appraisal of any given situation. The best of these characters may be termed loners or individualists. The worst seem to lack any sort of conscience or morality, and live only to cause disorder and chaos (all demons fall into this category).

4. ***Lawful Evil:*** Lawful evil characters are the exact opposites of lawful good individuals. Traitors to the cause of evil will almost assuredly be hunted down and slain by their former comrades. (All devils fall into this category.)

Notes on Changing Alignments: As can be seen by the definitions of the various types of alignments, lawful good and lawful evil individuals are *commited* to their chosen cause. To betray such a trust (whether by word or deed) will *always* have serious and possibly dire consequences. On tne other hand, neutral or chaotic individuals generally need fear no reprisals from a change in alignment unless they are priests; priests who opt to change their alignment lose their spell casting abilities *and* face the wrath of their former patron Deity.

SKILLS

All beginning characters possess a number of skills and abilities related to their *background* and chosen *profession*. In the Atlantean system, a character may learn and acquire any number of additional skills, as follows:

Acquiring New Skills

Acquiring any new skill "costs" the player/character a certain number of experience points (X.P.). The exact amount of X.P. required to learn any new skill is listed in the section on skill descriptions.

A player/character may set aside a certain amount of X.P. per game (or as desired) in order to create an X.P. "pool" or "bank" which may be used to acquire new skills. The alternative to this method is to simply *deduct* the X.P. as new skills are acquired. In the latter instance, a player may *never* lower his or her character's level of ability just to obtain a new skill.

If a player/character wishes to acquire a new skill which is *not* related to his or her chosen profession, he or she must obtain the services of a skilled instructor of some sort (see *N.P.C. PROFESSIONS,* in the Appendix). If the new skill *is* related to the player/character's chosen profession, there is no need to obtain outside instruction.

Note: Most character professions allow individuals to learn certain skills "automatically" as they progress upwards in level of ability. Acquiring skills in this manner does *not* cost additional X.P. If player/characters wish to acquire such skills earlier in their careers (without having to wait until they advance in level) they may do so; however, acquiring such skills before they would normally be learned *does* cost X.P.

Because the acquisition of any new skill takes time, a character may never acquire more than one new skill per each *month* (minimum) of game time. Certain skills may take even longer than a month to learn, as indicated in the section on skill descriptions.

Note: The number of additional (non-profession) skills which an individual can acquire may never exceed the individual's INT divided by 2, rounded down.

SKILLS AND PREREQUISITES

Certain skills have prerequisites which must be acquired before the skill in question can be learned. In all such cases, the prerequisite(s) must be learned first; i.e., a skill and its listed prerequisite can not be acquired simultaneously.

Types Of Skills

In the Atlantean system, all character skills are divided into the following categories:

Common Abilities: Abilities which all characters possess to some degree.

Background Skills: Skills learned as a result of the character's upbringing.

Art and Sciences: Skills learned through formal study.

Thieving Skills: Skills generally associated with rogues.

Performing Skills: Skills used by entertainers of various sorts.

Combat Skills: Weapon and weaponless fighting skills.

Common Abilities

These are abilities which all individuals possess to some degree, regardless of their chosen profession. Because common abilities are not actual skills, a save vs. the most appropriate attribute may be used to determine the chance of success, as follows:

1 **Climbing:** All humanoid beings and many types of monsters can climb trees, low walls, rocks, etc. If a particularly difficult or dangerous maneuver is required to execute any climb, the Game Judge may have the player roll a *save vs. Dexterity* to determine if the maneuver can be successfully executed. Failure may mean a slip or a fall, at the Game Judge's option.

2 **Finding a Track or Trail:** Individuals who do not possess tracking skills may still be able to detect the presence of tracks or trails. If the Game Judge determines that such a possibility exists, he or she may allow a player to *save vs. Perception* to *locate* such tracks. Actual tracking should almost *never* be possible through the use of this unskilled technique.

3 **Hiding:** Common sense must prevail here. If the hiding place is good, it *may* work (see #6).

4 **Keeping Afloat:** Non-swimmers may attempt to stay afloat in deep water by making a *save vs. Dexterity* once per round. If any save fails, the individual goes under, and will drown within 1-4 rounds unless help is forthcoming.

5 **Moving Silently:** Individuals who do not possess the thieving skill, *stealth,* may still attempt to move silently. A *save vs. Dexterity* may be used to determine the success or failure of any such attempt.

6 **Noticing Hidden Persons or Creatures:** Individuals who declare that they are *actively* searching for signs of a possible ambush should be allowed a *save vs. Perception* to detect the hidden person or creature. With modifiers for degree of difficulty, a save vs Perception may also be used to locate secret doors, lost articles, etc.

7 **Leaping:** All characters possess the ability to leap to some extent as long as they are not encumbered. Maximum leaping distances for individuals who do not possess acrobatic skills are as follows: for a vertical leap similar to a high jump, DEX divided byu 3 (in feet); for a horizontal leap with a running start, DEX divided by 2. Leaping distances for dwarves and Aesir should be reduced by 25%; increase maximum distances by 25% for elves, and by 50% for andaman.

8 **Brawling:** Brawling is unskilled, weaponless combat. Individuals engaging in this crude form of attack must accept the standard *non-proficiency penalty* (see Combat System) on all attack die rolls.

Note: In all cases, the Game Judge may award +/- modifiers for any save, based on the Judge's interpretation of the degree of difficulty entailed in the attempted maneuver.

Background Skills

Background skills are abilities which characters may have learned prior to the start of their game careers. Most are relatively simple to gain proficiency in, hence the low X.P. cost to acquire. Depending on their background, most characters will already have gained proficiency in two of these skills (see *BACKGROUND: Creating the Character*).

Additional Language: Learning to speak an additional language costs 500 X.P.

Barter: Characters with bartering skills will be able to trade any type of goods and always receive fair compensation for them. If the character makes a successful save vs. Will, he or she will make a +10% profit on the exchange (unless the second party is also skilled at bartering). Cost to acquire: 100 X.P.

Basic Seamanship: Characters with this skill will be able to pilot any type of small craft, such as canoes, rafts, and small sailing vessels. Cost to acquire: 200 X.P.

Drinking: Characters with this "talent" receive a +1 bonus on saves vs CON required as a result of drinking alcoholic beverages of any sort. This "skill" may be re-acquired a number of times equivalent to an individual's constitution score, each consecutive acquisition bestowing an additional +1 bonus for related saves. Cost to acquire: 100 X.P.
Note: A save vs CON is required any time this skill is repeated; failure to make this save indicates that the character has become *addicted* to alcohol, and is an alcoholic. This particular save must always be made at a penalty of -1 per each +1 bonus that the individual has acquired through the repeated "practice" of this "skill." These rules may be applied to the use of other intoxicants as well, including the 100 X.P. cost to acquire such dubious "talents." See the rules for Addiction (located in the appendix) for more sobering information on this subject.

Gambling: Characters with this talent will be skilled in most games of chance, and receive a bonus of +1 with respect to any gambling die rolls. Cost to acquire: 50 X.P.

Haggling: Characters who know how to haggle with merchants will often be able to purchase goods for up to 10% less than other characters. A save vs. Charisma is required to determine the success of any haggling attempt. If two characters with this skill are haggling over price, both roll saves and the highest roll wins. Cost to acquire: 100 X.P.

Reading/Writing: The ability to read and write one's native language was not particularly common in ancient times. Characters *without* this skill must save vs. Intelligence any time they attempt to read a sign, bill, letter, etc. that is written in a language which they speak. Cost to acquire: 500 X.P.

Riding: Characters with this skill will be able to handle a horse or burro under any conditions (except mounted combat: see *Combat Skills*). Characters without riding skill must save vs. Dexterity or be dismounted anytime they try to ride at greater than trotting speed. Cost to acquire: 100 X.P.

Sign Language: Many primitive cultures use hand signs and gestures to converse with members of other tribes. For game purposes, sign may be considered universal, allowing all primitive and barbarian peoples to communicate via this age-old language. Cost to acquire: 250 X.P.

Streetwise: Characters with this skill gain a bonus of +2 for any save vs. Charisma required when encountering outcasts, toughs, or thieves of any sort. Cost to acquire: Special: This skill can only be gained by living with or growing up amongst outcasts. At least *two months* of such "tutelage" is required for non-outcasts to learn this skill.

Swimming: Characters with this skill will be able to swim fairly well, and need not fear drowning in deep water under most normal conditions. Cost to acquire: 50 X.P.

ARTS AND SCIENCES

These skills may be developed only through study, tutelage, or association with educated or aristocratic folk. Characters who (by nature of their background or profession) do not have access to these skills cannot acquire them without spending at least 6 months of game time in study. Cost to acquire is 2,000 X.P. per each skill.

Analyze Mixtures: This is the ability to determine the nature of any magical or alchemical mixture by subjecting it to a series of tests. An alchemical test kit is required for any such analysis, and a time period of at least 1-10 minutes. Chance of successfully identifying the substance is 50%, + 5% per level of ability.

Ancient Lore: Individuals who are well versed in ancient lore are usually able to determine the veracity of any reputed legend or tale, will be familiar with most ballads or epic poems, and can generally determine the authenticity of ancient artifacts, books scrolls, and devices (a save vs Intelligence is required for all such determinations). They are *always* able to determine the approximate worth of old coins, jewelry, or books (+/- a 10% margin of error), and may seek employment as historians, librarians, or museum curators.

Art: Individuals who wish to pursue a career in art must roll % die to determine the degree of artistic talent which they have managed to develop after their initial training. Thereafter, the character may roll the indicated % chance of advancing to the next category once per each level of ability gained. Note: Subtract -2% from the character's initial % die roll only.

Die Roll	Artistic Talent
1-10%	**Amateur.** Your work is lifeless, and devoid of any great skill. There is a 25% chance that you may improve and advance to the next category.
11-20%	**Fair.** With work there is a possibility that you may develop into an artist. 50% chance of advancing to the next category.
21-75%	**Promising.** You seem to have some ability, though there does not as yet appear to be any great demand for your work. There is, however, a 75% chance that you will be able to advance to the next category.
76-89%	**Talented.** There is a 50% chance per month that you will be commissioned to create a portrait or bust by a wealthy admirer of your work. Such works will take 2-5 weeks to complete and will command 100-1,000 G.P. each. Your Charisma is +1 with regard to those who know your work, and you may advance to the next category automatically.
90-98%	**Very talented.** Double all prices for your work, as your talents are much in demand. You may create large murals and statues, at a corresponding increase in completion time and fees. Each time you advance in level, there is a cumulative 10% chance that you will gain a reputation as a master. Ironically, if you die this chance increases to 50%. +2 Charisma with respect to those who know of your work.
99-100%	**Master.** Your work commands ten times the usual fees, and you are in great demand amongst the wealthy and nobility. There is a 25% chance per month that you will be commissioned to create a major work of art (paint or sculpture) that will take over a year to complete. Should you accept and complete such a commission, your reputation will be further enhanced (fees increased again by +100%). In any case, your Charisma is +4 with those who know your work or have heard of you.

Cartography: This skill gives the character the ability to accurately map any type of terrain, and to avoid becoming lost in any terrain or area being mapped. Characters with this skill should also be the *only* players capable of mapping coastlines, moutain ranges, etc.

Cartographers should be given at least a 50% chance of determining the nature of strange or unusual maps of all sorts. (The type of information which can be gleened from any such map is up to the Game Judge to decide.) This skill is a prerequisitie for any individual who wishes to seek work as an explorer.

Chirography: Individuals with this skill will be able to make accurate copies of maps and non-magical writings, even if they cannot comprehend the language in which the original manuscript was written. The time required to complete such work is generally 1 hour per each page of writings, or 1/2 hour if the chirographer is fluent in the language in which the manuscript is written.

Spell casters (or individuals who possess 100% *Read Magic Ability*) who are skilled in chirography may copy any type of magical scroll or writing with only a 1% chance of failure.

Diplomacy/Protocol: Characters with this ability will be skilled at negotiating with any relatively intelligent individuals or creatures and will be especially adept at any dealings involving aristocrats, nobility, clergy, etc. In any applicable situation, the character receives a bonus of +4 on saves vs Charisma.

Drafting: Drafting is the primary skill of architects and engineers. Individuals with this skill can design most types of structures including bridges, fortifications, etc. Underground construction can be planned and supervised by the character, with chances of a cave-in occurring being limited to just 5%. Additionally, if the character has access to the plans of *any* structure, he or she will usually be able to note:

1. Any structural weaknesses which might result due to a design flaw; unsafe passages, weak spots in a wall or ceiling, etc.

2. The likelihood that secret doors or passageways may exist within the structure. This is *not* an infallible method of locating secret doors; it merely gives the character the ability to determine where such doors and passageways *could* have been built without jeopardizing the building/dungeon's structural integrity. Once inside any building or underground complex, an individual with this skill will also be likely to notice sloping passageways or unsafe stonework

(or wooden structures) of any kind, as long as the character examines the structure in question for a minimum of 5 minutes. A save vs Intelligence is required to determine the success or failure of any drafting skill.

Note: At the Game Judge's option, any typical "dungeon" map may may qualify as a set of plans, thus enabling characters with this skill to utilize these abilities under many different circumstances.

Healing Arts: Characters skilled in the healing arts will usually be able to diagnose the exact nature (disease, insanity, poisoning, lycanthropy) of any ailment or affliction. (A save vs Intelligence is used to determine the accuracy of any such diagnosis.)

Indivduals with knowledge in this field will also be able to create salves, ointments and unguents with minor healing properties. Such preparations require 50 G.P. worth of materials and 1 full day to mix, will heal 2-5 (d4+1) points of damage, and reduce chances of infection or disease from any wound to just 1%.

Horticulture: This skill allows the character to grow almost any type of plant from seeds or cuttings. Most plants will take 3-12 (3d4) weeks to grow from seeds, or 2-8 weeks to grow from cuttings. Chance of success for any seed-grown plant to reach maturity is 75%, with cuttings having a greater chance (95%) of success.

Individuals with this skill are also 95% able to transplant any plant from one location to another without it dying, and safely transport cuttings over great distances without having them die.

Internal Alchemy: This skill may be developed by any practitioner of Mysticism, and involves the observance and practice of various ancient physical and mental disciplines. Those who acquire this talent may increase their life spans by +50%, and (from approximately age 40 onwards) will always appear to be about half as old as they really are. Furthermore, individuals who practice internal alchemy will retain their full mental and physical faculties throughout their entire life, regardless of their age.

Inventing: Only *scholars* with drafting skill may opt to acquire this talent, which is actually a combination of many skills. Costs in this field are somewhat high, due to the great number of tools required, and the amount of materials which an inventor needs to have on hand.

Access to 2,000 sq. ft. of workspace and a small forge (500 G.P) are necessities, plus a minimum of 1000 G.P. worth of winches, pulleys, saws, glass and metal-working tools, anvils, vices and clamps, measuring devices, and a host of odds-and -ends.

Cost in materials for any given project is in *addition* to the above-listed expenses, and falls under the jurisdiction of the Game Judge. There are two types of inventions which an inventor may work on:

1 Devices which utilize only such knowledge and technology as was possessed during ancient times. A rough sketch of the invention, a list of the required materials, and a brief description of the device's purpose and/or uses must be prepared and submitted to the Game Judge. The Game Judge will then determine the cost of the necessary materials and number of weeks required to complete the project.

In general, simple inventions will take 1-4 weeks, fairly complex projects take 4 + 1-4 weeks, and very large and/or complex projects will take a minimum of 8 + 2-8 weeks (these figures may be modified as the Game Judge sees fit). After the project is completed, % dice are rolled to see if the invention actually works. Chance of success is 3%x the inventor's Intelligence, plus 5% per level of ability. If the die roll indicates success, the invention works as planned, if failure is indicated, its back to the old drawing board!

2 The second type of invention is one which requires the assistance of magic in order to work. It willl take *twice* as long to create this type of invention as it would for a non-magical project.

Chance of success is as per a non-magical project, *minus* 2% per level of the magic needed to make the invention function. A sketch, list of materials, and a description of the item's uses must still be submitted, and the inventor must obtain the services of a professional spell caster.

Role-Players' Note: Unless your Game Judge decrees otherwise, your character has absolutley no idea of what gun powder, steam engines, electricity, etc. are. Inventions that are based upon modern-day substances or concepts *cannot* be attempted. The clever inventor might spend his or her time seeking a magical way to simulate technological effects, but this is the *only* way of circumventing this restriction.

Linguistics: Linguistics is the study of languages, and individuals with knowledge in this field may learn to speak, read, and write one new language per level (starting with the level at which this field was first studied).

Linguists can identify the origin of most unknown languages or scripts and decipher most writings. Deciphering any unknown writings requires a minimum of 1 hour per page of written material. In either case, a save vs Intelligence is required for any such determination. Characters with this talent may seek work as scribes, interpreters, tutors, etc.

Music: Individuals who wish to pursue a career in music must roll % dice to determine their initial musical talent and later chances for advancement (see: *Art* for details).

Die Roll	Musical Talent
1 - 10%	**Amateurish, but passable.** You can carry a tune after a fashion, but your playing/singing talents are in no way exceptional; no Charisma bonuses or penalties. You have a 75% chance of advancing to the next category.
21 - 89%	**Promising.** You gain a +1 bonus with respect to Charisma anytime you play your instrument and/or sing. 50% chance of advancing to the next category.
90 - 98%	**Talented.** Your Charisma is improved by +2 anytime you play or sing. You may learn two instruments, and you have a +10% cumulative chance of advancing to the Virtuoso category. Save vs. Charisma to determine if a listener will pay for your drinks should you perform in a tavern or inn.
99 - 100%	**Virtuoso.** Charisma is raised by +4 each time you play or sing, and will never be less than +2 with those who have heard you play. Your playing has a magical effect on listeners, to the extent that individuals within a 100 ft. radius can be made to feel sympathy, antipathy, or apathy if they fail a save vs. Will (as per the Mystic's spell, Emo-

tional Influence). Magical instruments work at +1 effectiveness when you play them, and you should never have to worry about where your next meal is coming from. (A save vs. Charisma indicates a listener will pay for a night's food or lodging.) You can play up to three different musical instruments, and may learn one new instrument per level. If you aren't a bard, you should have been.

Navigation: This is the ability to plot a course for any sea-going vessel by observing the night skies. Individuals with this ability have only a 1% chance of becoming lost at sea.

Naturalism: Characters with a knowledge of naturalism will be able to identify any species of plant or animal (that is native to the continent on which they live) by making a successful save vs. Intelligence. If the plant or animal has any outstanding features or abilities, the naturalist will know of them if the save is made. The Game Judge should allow naturalists to expand the geographical limitations of their initial knowledge in this field by exploration, the acquisition of rare books on plants/animals, etc.

Read Magic: This is the ability to decipher magical inscriptions of all sorts. Spell casters of any profession will have acquired this ability during their apprenticeship (treat as 100% chance of success; CHAPTER 3, The *Beginning Spell Caster*). Other individuals who acquire this skill have a 55% (+5% per level of ability gained) chance of success. When this ability reaches 100%, the individual will be able to cast spells from scrolls or magical tomes. However, there is *always* a 5% chance (per level of the spell) that *non-spell casters* with this skill will misread any written spell, causing the spell to fail.

Note: Individuals who aquire this skill are considered to understand the *basic* concepts of magic, and so are able to employ magic items that have spell powers. Chance of success is equal to the individual's *Read Magic* %. Failure to correctly employ a spell-using magic item means that the item either fails to work or "backfires" (50/50 chance of either mishap occuring).

Theology: Theology is the study of religions, and characters who are well-versed in this field will be familiar with the beliefs, customs and rituals of any religious order or faction that is native to the continent on which they live. Theologians can also identify most holy items or religious artifacts that they come in contact with by making a successful save vs. Intelligence.

Note: Unless otherwise stated, the maxium chance for any % skill is 95%.

Appraise Treasure: This is the ability to determine the worth of any precious stones, jewelry or contraband, +/- a 10% chance of error.

Catwalk: This is the ability to walk across narrow surfaces (such as beams, the tops of fences, walls, etc.) without losing one's balance. Characters with this skill can easily traverse surfaces as narrow as 10 inches in width (-1 inch in width per level of abiiity gained).

THIEVING SKILLS

Thieving skills include all manner of covert and/or criminal abilities associated with spies and rogues. While the majority of these skills are easily learned by members of any of the various thieving professions, characters not associated with such professions must arrange for tutoring of some sort in order to acquire them. Cost to acquire any thieving skill is 1,000 X.P.; the time required to learn any such skill is 1-2 months.

When the maximum ability (1 inch in width) has been attained, the character will be able to walk even a tight rope with comparitive ease. Note that movement while catwalking cannot exceed 1/2 the character's Speed, and any attack made upon a character using this ability will cause him or her to save vs. Dexterity or fall.

Con: Conning is the ability to dupe or persuade an individual to do something that he or she might not normally do, such as take a bribe, buy stolen goods, lend small sums of money, etc. Chance of success is 35%, +5% per level of ability gained (from the time that the skill is acquired).

Characters who possess Will scores of 13+ are allowed a save vs. Will to resist any conning attempt. Naturally, this ability cannot be used unless both the individuals being conned and the con artist speak the same language.

Decipher: This is the ability to comprehend strange writings, codes, and inscriptions of *all* sorts. Chance of success is 20%, +5% per level of ability gained. When this ability reaches 100%, the character will be able to read and cast spells from scrolls; doing so requires the character to save vs. Intelligence, or the spell "backfires."

Detect/Disarm/Set Traps: This is the ability to detect, disarm or set any relatively small trap. Detecting a trap requires a minimum of *five minutes* of careful scrutinization per each 10x10x10 ft. area being checked. Disarming or setting a trap requires a set of thief's tools, with an unsuccessful die roll indicating that the character has been caught in the trap that he or she was attempting to disarm or set. Chance of success is 25%, +5% per level of ability gained.

Evade Pursuit: This is the ability to confound pursuers by moving with speed and stealth, leaving false trails, etc. Chance of success is 35%, +5% per level of ability gained. Note that if a character is attempting to evade an individual or creature who possesses specific tracking skills, the evade pursuit % is *subtracted* from the pursuer's tracking %.

Forgery: This ability allows the character to copy official documents, signatures and even the most intricate seals and sigils. Simple forgeries take at least 1 hour to complete with more complex ones taking a correspondingly longer amount of time. In any case the character must have an "original" sample of the writing which is to be forged in his or her possession to use as reference. If a character has had a chance to *thoroughly* study the writing prior to the forgery attempt, this requirment may be waived, but without an original to use for reference, the chance of success for any forgery is reduced by 1/2.

There is no way for a character to know if his or her forgery will appear authentic until it is checked by someone who is familiar with the original. This restriction, however, works in the character's favor as well, for those who view the forgery and are *not* familiar with what the original looks like have *no* chance of determining its authenticity. Chance of success under normal conditions is 45%, +5% per level of ability gained.

Hide: This is the ability to avoid detection by hiding in shadows, behind curtains, in tall grass, etc. Chance of success is 35% (+5% per level of ability gained). However, the Game Judge's appraisal of the relative effectiveness of the hiding place can modify the chance of success % as follows:

1 *Excellent or very clever hiding place:* 2x normal chance of success.

2 *Poor or very obvious hiding place:* 1/2 normal chance of success

Infiltrate: This ability allows the character to inconspicuously "blend" into any group of human or humanoid creatures without arousing suspicion. The character must have access to any clothing, uniform and/or equipment necessary to affect the "disguise," and must be reasonably familiar with the habits, customs, and/or laws of the group which he or she is trying to infiltrate. At the Game Judge's option, this familiarity need not be from first-hand observation, but may be gained through informants, interrogation, etc. Note that although the ability to infiltrate may rely to some extent upon disguise, its success is dependent upon the character's wit and guile.

Costume and make-up help, but it is the character's *actions* which are more likely to influence the success or failure of any attempt at infiltration.The Game Judge is perfectly justified in awarding +/- modifiers based solely upon the player's stated course of action and role-playing abilities. Note that infiltration is *not impersonation,* and cannot be used to assume the guise of a known individual. Nonetheless, this ability has many practical applications, ranging from such mundane activities as mingling in a strange tavern or inn to infiltrating a notorious band of assassins. Chance of success is 85%, +1% per level of ability gained (maximum ability 99%).

Interrogate: This is the ability to acquire information from unwilling or uncooperative indivdiuals through the use of mental or physical coercion. The use of this skill causes the individual being interrogated to save vs. Will or reveal the information being sought by the question. The method of interrogation being used can modify the subject's save as follows:

1 *Verbal Abuse:* Subject must save once per every 10 minutes of interrogation.

2 *Physical Threat:* Subject must save once per every 5 minutes of interrogation.

3 *Torture:* Subject must save vs. Will once per every 5 minutes of torture, at a penalty of -1 (cumulative) per every 5- minute interval. The chances of accidental death occuring as a result of torture are 1-10% (cumulative, Game Judge's ruling) per every 5 minutes of this type of interrogation. Note that characters of good alignment should never be allowed to use torture to interrogate a subject.

Lip-Reading: Lip-reading is a useful ability in that it allows a character to "eavesdrop" on other individuals without having to approach within hearing range. Chance of success if 100%, as long as the character is able to see the speaker's lips *and* comprehend the language being spoken. Note that a spy glass can be used to further increase the range of this skill.

Lock-Picking: This skill allows the character to pick or "jimmy" most types of locking mechanisms. Chance of success is 25%, +5% per level of ability gained. Note that a set of thief's tools is necessary in order to use this ability, and that the Game Judge may award +/- modifiers based on the relative simplicity or complexity of the locking mechanism. Most locks will take 1-4 minutes to pick.

Picking Pockets: This is the ability to "lift" small items from the pockets of unwary individuals (or cut-loose a change purse or pouch) without being detected. Chance of success is 35%, +5% per level of ability gained. Note that failure indicates that the attempt itself was unsuccessful, *and* that the intended victim *may* catch the pickpocket or cut-purse in action (50/50 chance).

Scaling Walls: This is the ability to climb even the sheerest of walls (both natural and man-made), and is superior to the common skill of *climbing.* Chance of success if 90%, +1% per level of ability gained (99% is maximum).

Stealth: This is the ability to move or perform any thieving function without making discernable noises or sounds. When using this ability, a character may *never* move at greater than 1/2 speed, meaning that thieving abilities will take *twice* as long to pull off. Chance of success is 95%, but the Game Judge may make a % check once per each minute that any character has accidently made a noise loud enough to be heard (faintly) at distances of up to 100 ft. Wearing metal armor of any sort *reduces* chance of success by 1/2.

Tailing: This is the ability to follow a person (or persons) without arousing suspicion or being detected. The subject who is to be tailed must have been spotted *prior* to the tailing attempt; i.e., taling is *not* the same as tracking. Chance of success if 35%, +5% per level of ability gained. Failure means that the character has either lost sight of the subject(s) being tailed, *or* that the subject has detected the fact that he or she is being followed (50/50 chance of either mishap occurring).

Thieves' Cant: This is the ability to speak the secret language employed by most types of rogues, spies, and assassins. A member of one of the thieving professions will never teach this language to a non-thief unless he or she is *absolutely* certain that the individual can be trusted.

WOODLORE SKILLS

Woodlore skills are commonly available only to hunter class characters and individuals raised in a primitive or barbarian culture. Characters not associated with such professions or backgrounds must arrange for tutoring of some sort in order to acquire any woodlore skill. Cost to acquire is 1,000 X.P. per ability. Unless otherwise stated, the maximum chance of success for any % skill is *95%.*

Camouflage/Ambush: This is the ability to effect concealment by utilizing natural surroundings such as shrubs, branches, vines, etc. It can be used to disguise the location of living creatures or inanimate objects such as spare equipment, treasure, etc. The amount of materials or individuals which can be effectively camoflaged is practically unlimited, as long as sufficient time and materials are available; i.e. camouflage requires both appropriate materials *and* a minimum of 5 minutes per each individual or article being hidden.

Camouflage may not fool creatures who possess an exceptionally keen sense of smell, psychic powers, etc., and camoflaged individuals must remain stationary in order for the concealment to have any chance of success. Under normal conditions, chance of success is 65%, +5% per level of ability gained. Note that the Game Judge may allow characters a chance to save vs Perception in order to locate camouflaged individuals or items.

Detect/Disarm/Set Snares: This ability allows the character to detect, disarm or set any type of snare. Detecting a snare requires a minimum of 5 minutes of careful scrutinization per each 100 ft. of trail being checked. Disarming or setting a snare requires no special tools, but an unsuccessful die roll indicates that the character has been caught in the snare.

Although snares are most often used to trap small game, it is possible to create snares that can be used to trap large creatures, or to trap a particular type of creature. Chance of success is 55%, +5% per level of ability gained.

Herb Lore: This is the ability to identify any common herb or plant by making a successful save vs Intelligence. The possible uses or applications of the herb/plant in question will *always* be known if the character can identify it. Characters with this ability will also know how to prepare or store herb or plant ingredients so as to prevent spoilage.

Hunting/Fishing/Trapping: Characters with this ability know how to locate the *best* areas for hunting, fishing, or trapping, and will be an expert at each of these skills. Whether hunting, fishing, or setting traps/snares for small game, a character with this skill will have a 50% (+1-20%) chance of catching game (check once per hour, or as applicable.)

The type of game being sought after may modify the character's chance of success (Game Judge's ruling). Characters with this skill will also know how to prepare or "cure" any type of game or animal parts, including edible parts, hides, pelts, etc.

Mountain Climbing: Individuals with this skill will be proficient in the basic talents needed to scale sheer cliffs and slopes, navigate ledges and overhangs, and determine the safest possible climbing routes. Those who possess this skill will have a 90% (+1% per level of ability; no maximum) chance of safely negotiating any mountaineering/rock climbing obstacle. Individuals without mountain climbing skill have a base chance of success of 3% x DEX. Note that the Game Judge may modify the chance of success for any mountaineering/rock climbing maneuver based upon the relative ease or difficulty of the feat. Cost to acquire: 500 X.P.

Read Tracks: This ability allows the character to determine the type(s), number, and age of any discernable set of tracks. Actual identification of the type of individual(s) or creatures(s) that made the tracks is subject to the Game Judge's estimation of whether or not the character reading the tracks is familiar with such details.

The Game Judge may simply describe the appearance of the tracks rather than identifying the type of creature who made them. Chance of success is 50%, +5% per level of ability gained (see: *Tracking* for a list of possible modifiers).

Scouting: Individuals with this skill will be able to: 1) move undetected (on foot or mounted) through woodlands or wilderness regions; 2) evade pursuit through such regions; 3) detect others attempting to move undetected or elude pursuit in such regions. Chance of success is 90% + 1% per level of ability (99% maximum). Scouts also add +50% to all maximum movement totals when traveling through rough or wilderness terrain. Stalking and camouflage/ambush are both prerequisites for this skill. Cost to acquire: 1000 X.P.

Stalking: This ability allows the character to move silently through almost any type of terrain and/or to follow any creature or creatures without being detected. The character must make a visual sighting *prior* to any stalking attempt (as per the thieving ability, *Tailing*).

Chance of success is 55%, +5% per level of ability gained. Note that failure means that the character has either lost sight of the prey, or the prey has heard, seen, or caught the scent of the character (50/50 chance of either mishap occuring). Note that wearing metal armor of any sort reduces chances of success by 1/2.

Tracking: This is the ability to *locate* and *follow* even the faintest trails and traces left behind by most types of ambulatory creatures. A skilled tracker's chance of locating tracks is 95% (*maximum*), subject to the following modifications:

1 The chance of locating tracks *decreases* by -5% per every hour of rain or snow which has fallen since the tracks were made. Likewise, every 24 hours that has passed since a track was made reduces chances of success by -5%.

2 Each level of ability gained *increases* the tracker's chances of locating old or weather-worn tracks by +5%. Once a track has been located, no further checks need be made unless the party being tracked has made any one of the following maneuvers:

- Crossed or entered a stream, pond, or pool.
- Passed through terrain which is mostly rocky in nature.
- Entered a building, or any area which has wooden or stone floors. Tracking % under such circumstances is always reduced by 1/2, and an additional % check must be made for each 100 ft. of "trail" which the tracker is trying to follow.

Note: Read Tracks is a prerequisite for this skill.

Woodcraft: This is the character's ability to survive in the wilderness and covers the following skills:

1 The ability to forrage for food sufficient for 1 meal.
2 The ability to locate potable water.
3 The ability to find (or create) suitable shelter from the elements.
4 The ability to start a fire under adverse weather conditions.

Chance of success for any of these skills is 55%, +5% per level of ability gained. Terrain and climatic conditions may greatly modify chance of success for any woodcraft skills, at the Game Judge's discretion. Note that a % check can be made once per each 100x100 ft. area that a charater moves through while searching for food, water or shelter.

PERFORMING SKILLS

Performing skills cost 1,000 X.P. each to acquire. Unless stated otherwise, chance of success is 95%. Non-Harlequins require tutoring to learn any performing skill, a period of 1-3 months being necessary to perfect any such talent.

Acrobatics I: Characters with this ability will be able to perform the following basic acrobatic feats:

- **Leaping:** This ability allows the individual to leap 4 ft. upwards, 10 ft. across, or 10 ft. downwards (without taking falling damage). Leaping across a pit or crevice requires a running start of a distance equal to 2x the attempted leap.

  The ability to leap upwards improves by +1/4 ft. per level, leaping across improves by +1 ft per level, and leaping downwards (without taking damage) improves by +2 ft. per level. The *maximum* distances (in feet) for the three types of leaping maneuvers are: upwards = 1/2 ft. x Dexterity score; across = 2 ft. x Dexterity score; downwards = 3 ft. x Dexterity score.

- **Pratfall:** This is the ability to avoid taking damage from a sudden fall. The maximum "safe" falling distance is 10 ft., + 2 ft. per level of ability gained. The character may roll to cushion the impact of a fall, or attempt to land on his or her feet (-25% harder to do). Note that the chance of success for leaping or pratfalling is 95%, as long as the character stays within the limitation of his or her abilities.

Exceeding one's limitations immediately *reduces* chances of success by 1/2 (or more, if the character is attempting a feat which is *far* beyond his or her capabilities). Also note that wearing metal armor of any sort will cause the chance of success to be reduced by 1/2.

- **Scaling Walls:** As per the thieving skill of the same name.

Acrobatics II: Characters with this ability will be able to perform the following advanced acrobatic feats:

- **Stunt:** This is the premier ability of characters who possess acrobatic skill, and perhaps the most interesting. A player/character who elects to attempt a stunt may combine up to three acrobatic maneuvers of any type, with success or failure riding on a single die roll. As long as none of the chosen maneuvers is especially time-consuming (such as traversing more than 10 ft. of tightrope), the combination of moves can usually be performed within 1 round.

As an example, a player/character may state that he or she will attempt a stunt involving 3 separate maneuvers:

1 The character will leap from a high balcony and grab a chandelier. . .

2 . . . swing across the room and hurl himself through a window, and. . .

3 . . . land safely on the ground, 10 ft. below.

As long as none of these maneuvers is individually beyond the character's capabilities, the stunt has a chance of succeeding. If this is not the case, the stunt will *always* fail. If the stunt fails (for any reason) the exact point where the failure occurred is simple enough to determine by rolling a d6 and dividing by two: a result of 1-2 means the first maneuver was the one that failed, 2-3 means the second maneuver, etc.

Depending on which maneuver failed, the consequences could vary considerably, and it is up to the Game Judge to determine the possible ramifications of a failed stunt. It should be noted that a stunt is the only way a characater can perform more than one acrobatic maneuver in a given round.

- **Tightrope Walking:** Characters with tightrope skill will be able to traverse up to 10 ft. of rope (per level of ability gained) without losing their balance. If a 6 ft.+ pole or staff is used for balance, the distance which can be traversed is *doubled*. Note that tightrope walking at greater than 1/2 speed is *not* possible, nor is it possible to traverse a tightrope at an incline of greater than 45 degrees. Also note that characters with tightrope walking skills can easily duplicate any feat attainable via the use of the thieving skill, *catwalk*.

- **Vaulting:** Using a 6 ft.+ pole or staff for leverage, a character with this skill may vault up to 8 ft. in height, +1 ft. per level of ability gained. Note that the maximum height attainable for this skill is the character's Dexterity score in ft., and that any vaulting attempt requires a running start of at least 25 ft.

- **Team Acrobatics:** This skill allows a character to work with other individuals who possess advanced (ACROBATICS II) acrobatic talents, forming "human pyramids," "human ladders," etc. Juggling may also be done in teams, although this take some practice to perfect.

Note: The chance of success for any Acrobatics II skill is 95%, as long as the character stays within the limitations of his or her abilities; exceeding one's capabilities immediately reduces chance of success by 1/2 (or more, if the character is attempting a feat that is *far* beyond his or her capabilites). Wearing metal armor of any sort also will reduce the chance of success for *any* acrobatic ability by 1/2.

Important: Acrobatics I is a prerequisite for any characters who wish to acquire this skill.

Acting: Characters with acting skill can use their talents for a number of purposes, such as:

- **Entertainment:** Through the skillful recitation of verse or anecdotes, the character may gain acceptance amongst strangers, and possibly even earn a free meal, a night's lodgings, etc. Experienced actors may earn even more substantial fees (see *CHARACTER PROFESSIONS: Harlequins*).

- **Deception:** Acting skills may be used to bluff, gain sympathy, or even lie one's way out of trouble. A clever player/character can often find numerous opportunities to use this particular talent.

- **Impersonation:** This skill represents the culmination of the actor's considerable range of talents, and allows the character to assume the appearance and mannerisms of any human or humanoid being. A make-up kit and suitable costuming are needed to effect any impersonation, and the character must have some familiarity with the subject whom he or she intends to impersonate.

If the actor is simply trying to impersonate a character type (a wizard, a city magistrate, etc.), the degree of familiarity required to effect the impersonation is minimal (casual observation will serve to "brush up" on the character type that is to be impersonated).

If a specific individual is to be impersonated, however, the actor *must* have first-hand knowledge (close observation for a minimum of 1 hour) of the subject before the attempt can be made. Impersonating a specific individual has one inherrent difficulty: close acquaintances of the subject being impersonated are -25% harder to convince than individuals who don't *personally* know the subject.

Chance of Success: for any acting skill is 85%, +1% per level of ability gained (maximum ability is 99%).

Animal Training: Characters with this skill will be able to train any type of wild or domestic animal (and certain species of semi-intelligent monsters), under the following conditions:

1 Characters cannot train animals or monsters that are higher in level than they are. For this reason, most animal trainers prefer to train animals or monsters while they are still young.

2 A number of weeks is required simply to tame the creature (allow it to become accustomed to the trainer). The time required for this initial period of training is determined as follows:

- *Domestic or docile animals:* 18 (+ level of animal) weeks, *minus* one week per each point of Charisma which the trainer possesses.

- *Wild Animals:* 24 (+ level of animal) weeks, minus trainer's Charisma.

- *Monsters:** 30 (+ level of monster) weeks, minus trainer's Charisma.

Chance of success is 95%, checked *after* the initial period of training has been completed. If the die roll indicates success, the creature will be conditioned to hearing the trainer's voice, and will approach when called. If the die roll indicates failure, another attempt may be made on the following week. If the second die roll also indicates failure, the creature is considered *untrainable*.

3 Any trained animal may be taught to obey simple commands, such as "stay," "attack," "fetch," etc. Additional commands can be taught at the rate of one command per each month of training.

4 For game purposes, at least 4 hours per day must be spent on training. Missing more than 2 days in any given week negates that week's training.

***Notes:** Trained animals or monsters may be sold for at least 100 G.P. per level of the creature. Each additional command which a creature knows will usually double its worth. With respect to monsters, only semi-intelligent types (hippogriffs, rocs, griffons, winged horses, hippocampi, etc.) can be successfully trained.

Juggling: This skill allows the character to juggle 3 reasonably balanced objects (weighing no more than 5 pounds apiece) for an indefinite amount of time. The total number of items which can be juggled improves by +1 per each additional level of ability gained. Characters with this skill will also be proficient at throwing any hand-held item (*not* including weapons), and will be able to catch any *thrown* missile weapons 95% of the time. Failure to make the catch, however, means that the character is *automatically* struck by the missile. Characters with this skill can also throw 1/2 as many items as can be juggled, in a single round.

Knife-throwing: This skill allows the character to specialize in the use of any knife that is balanced for throwing. The superior accuracy of trained knife-throwers is well documented, and those who chose to acquire this skill receive a +2 bonus to hit with this weapon. Furthermore, at ranges of *less than 20 ft.*, the deadly accuracy of this skill will allow a knife-thrower to "call" the location of any throw.

While the *minimum* size of a "called" target can be as small as 2 inches in diameter, the thrower must still accept the usual *non-proficiency* penalty for the aimed shot. A successful "called" shot to any vital area (throat, heart, etc.) will do *double damage*, and cause the victim to save vs. Constitution or be incapacitated by the severity of the wound.

Legerdemain: Characters with this ability will be capable of performing any of the relatively minor feats of "magic" which a side-show "magician" is capable of. This repertoire of tricks includes:

1 **Sleight of Hand:** Card tricks, the old shell game ("find the hidden pea and win a silver piece"), and palming (concealing small items in the hand) are all examples of this clever art. Chance of success is 90%, +1% per level of ability gained (maximum ability is 99%). Note that while mountebanks often make a living from this talent, using slight of hand to cheat at any game of chance runs the risk of arousing suspicion; figure a cummulative 2% chance of arousing suspicion *each time* the cheating character wins, and roll this % check for every individual involved in the game.

2 **Ventriloquism:** Characters with this skill will be able to "throw" their voice up to 5 ft. per level of ability gained.

Oratory: This is the ability to effect a desired emotional response in an audience by the use of invective, calculated gestures, and picturesque speech. The character must decide beforehand what type of response he or she will attempt to illicit; failure means the oration has had the exact opposite effect as was intended. Possible responses are:

1 **Sympathy:** The audience will become very sympathetic towards whatever cause the character is espousing. A sympathetic crowd will be 50% likely to offer aid to the character if he or she so desires (50% of the time they will merely *feel* sympathetic, but take no action).

2 **Antipathy:** The audience will become very angry towards any subject the character designates as a threat, nuisance, "affront to all good minded people," etc. There is a 50% chance that an audience that has been so angered can be incited to riot, or do violence to the designated subject(s) of the character's oration. If not, there will be much shouting and milling about, but no action.

3 **Fascination:** The audience will become very attentive and fascinated with whatever the character is doing or saying. To effect this response, the character must either be in costume, wearing make-up, (such as the traditional whiteface used by mimes), or using some sort of prop (such as a deck of cards, juggler's pins or balls, etc).

This particular form of oratory requires a fair amount of banter and huckstering in order to be effective and can be used to cause a distraction, diversion, or simply to stall for time. Audience interest *always* wanes after 5 minutes, requiring another % die roll after this time elapses.

4 **Boredom:** The audience can be lulled into a mild stupor, and made to become quite apathetic and disinterested in whatever the character chooses to designate as the subject. While this response is most often thought of as the bane of performers, it does have certain practical applications.

This type of response has a 5 minute *maximum*, after which the audience will grow restless and begin to leave (note that this may be the exact response that the character is looking for). Failure to generate Bordeom results in *Fascination*, but of a very unfavorable kind: the audience in this case will be *very* interested in jeering and verbally abusing the orator.

For each minute thereafter that the character continues the oration, there is a cummulative 10% chance that the audience will become hostile, and begin pelting the orator with whatever is handy (fruit, garbage, rocks, etc.). If the character doesn't make a hasy retreat, the audience will run him (or her) out of town in *very* rough fashion.

Chance of Success: for any oratory skill is 45%, +5% per level of ability gained.

Side Show Talents: Characters with these skills will be able to perform the following unusual feats:

1 **Swallowing:** Swallowers (also known as "geeks") can literally swallow anything that they can fit in their mouths (such as coins, bits of chewed-up glass, bones, rings, etc.) without harming themselves in the slightest. Sword-swallowers do not, of course, swallow their props in the literal sense, nor do fire-breathers (who "breathe" fire by spraying a mouthfull of flammable liquid at a hand-held torch or fire-source).

2 **Contortion:** Contortionists are able to bend and twist their bodies into a variety of highly unusual positions, and can squeeze through (or into) any opening which is wide enough to accomodate their torsos.

Many contortionists can also dislocate their shoulders at will without suffering harm (as Houdini taught himself to do) in order to escape from ropes or bindings. A *save vs. Dexterity* is required for any such attempt, though escaping from manacles or chain/lock combinations is *not* possible unless the character is also skilled in lock-picking. Note that metal armor of any sort reduces saves for this ability by 1/2.

COMBAT SKILLS

Combat skills include a variety of fighting techniques and styles which take 1-3 months to develop. While highly skilled fighters may learn combat skills as a result of their profession, characters not associated with such professions can only acquire such skills by arranging for training from a qualified instructor. Cost in X.P. to acquire is variable, as stated.

Archery I: Characters with this skill will be experts with either the short bow *or* longbow. Archers suffer no "to hit" penallties when firing at long range with their chosen weapon. Range penalties do apply if the archer attempts to fire while moving or on horseback. Cost to acquire is 1,000 X.P.

Archery II: Charcters with this skill will be experts at *Horse Archery,* which is the ability to fire a short bow (*not* long bow) from horseback. Horse archers suffer no range penalties when firing from horseback or from a stationery position. Note that Archery I (short bow specialty) is a prerequisite for this skill. Cost to acquire: 1,000 X.P.

Boxing: Characters with boxing ability double all attacks when fighting with their fists. Parrying is allowed vs unarmed opponents, or vs armed opponents if metal cesti are worn. Knockouts are possible under the *specific hit* rule (see *TACTICS: Combat*). Note that the base damage for a *boxer's* punch is 1-4 points (+ Strength bonuses, if applicable). By accepting the standard *non-proficiency* penalty, a boxer may attempt a *knockout;* a successful hit does *double damge,* and forces the victim to save vs Constitution or be knocked senseless for 1-4 minutes. Cost to aquire is 1,000 X.P.

Command: This is the ability to lead large groups of fighters in battle. Characters with Command skill will be able to lead 1 individual per each point of Charisma possessed. This total doubles with each level of ability gained *after* this skill is aquired. The cost to aquire this ability is 500 X.P.

Martial Arts I: Characters with this ability will be skilled in the ancient arts of weaponless combat, and will be able to employ the following types of maneuvers:

- **Hand Strikes:** Martial artists double all attacks when fighting bare-handed, and can parry even weapon, claw, and bite attacks by blocking or deflecting blows with their hands and arms. Stunning blows are possible under the *specific* hit rule (see *TACTICS: Combat*). Note that the base damage for any hand strike is 1-4 points.

- **Kicks:** While a martial artist may only kick once per attack, a kick may be used either to cause damage *or* to sweep an opponent to the ground (called a leg sweep). In the former case, damage is 1-6 points (+ STR bonuses). In the latter case, a successful hit causes the victim to save vs Dexterity or fall. Note that a martial artist may attempt to use a kick to stun a victim under the *specific hit* rule. A successful hit does double damage and forces the victim to save vs Constitution or be stunned for 1-4 rounds.

- **Throw:** A martial artist may try a throw after any successful *parrying* attempt. A throw counts as 1/2 of a doubled hand strike routine and requires the usual "to hit" roll.

  A successful hit indicates that the opponent has been grabbed and must save vs Dexterity or suffer a throw. Note that a throw cannot be attempted vs any creature whose weight is greater than *3x* the martial artist's *encumbrance* capacity.

- **Dodge:** Martial artists receive a +1 bonus (per every three levels of ability gained) for any attempt at dodging.

Note: Characters cannot wear metal armor of any sort while using martial artist skills. The cost to aquire is 2,000 X.P.

Martial Arts II: Characters with this ability will be skilled in the use of the following martial arts techniques:

- **Knife Hand:** This skill allows the martial artist to use his or her hand as a weapon capable of piercing even plate armor (treat armored opponents as *unarmored,* and allow magical armor to provide protection equal to its plus value *only*).

  A knife hand may be used against creatures who are immune to non-magical weapons, but unlike standard hand strikes can only be employed once per attack. Base damage for a knife hand is 1-6 points. A knife hand can be used to attempt to cause an incapacitating injury, as per the *specific hit* rule (see *COMBAT TACTICS*).

  A full minute of concentration is required prior to the use of this ability, making it practically impossible to use this tactic in melee. At the Game Judge's option, more than one such useage may be required to create a human-sized opening through a door or wooden enclosure.

- **Dodge Missile Weapons:** This skill allows the martial artist to dodge even device-propelled missile weapons by making a successful save vs Dexterity.

- **Jump Kick:** This skill allows the martial artist to strike a target up to 5 ft. (+1/2 ft. per level of ability) above the ground by jumping and kicking in a simultaneous motion. Damage and attack frequency are as per a standard kick.

- **Breaking:** A martial artist can use a hand strike, kick or headbutt to break through any wooden door or plank, up to 2 inches thick. This ability improves by a maximum of +2 inches of wood per every 3 levels.

Note: Martial Arts I is a prerequisite to acquiring this skill, and it is not possible to use martial arts skills while wearing metal armor of any sort. Cost to acquire: 1,000 X.P.

Mounted Combat I: Characters with this skill will be able to fight from horseback without loss of combat effectiveness. Characters without mounted combat skill must accept a *non-proficiency penalty* (see CHAPTER 3: Combat) when attempting to fight from the back of any type of steed, and have a 50/50 chance of being dismounted per each round that they engage in such combat. Note that mounted combat skill is not the same as horse archery, and does not allow characters to fire while riding at greater than 1/2 speed. Cost to acquire: 1,000 X.P.

Mounted Combat II: Characters with this specialized skill will be proficient in the use of the lance, and will gain a bonus of +2 to hit

when fighting from the back of any steed. Additionally, characters with this ability will be able to 'break' and train any animal or monster that may be employed as a steed (use the same rules as per the Performing skill, *Animal Training*). Note that Mounted Combat I is a prerequisite to the acquisition of this skill. Cost to acquire: 1,000 X.P.

Siege Weapons: Characters with this ability will be proficient in the firing, operation and maintenance of any type of catapult or ballista. Cost to acquire: 1,000 X.P.

Street Fighting: Street fighting is skilled brawling (see *Common Skills*), and characters with this ability will be proficient in fighting with their fists. Note that street fighting is not the same as boxing or wrestling, either in style or in effectiveness. Cost to acquire: 500 X.P.

Weapon Specialization: This skill allows an individual to specialize in any single weapon at which he or she is already proficient. Characters with this skill inflict +1 point of damage (per every 2 levels of ability gained after acquiring the specialization) when using their chosen weapon. Note that the number of weapon specializations which a character may acquire is determined by his or her combat capabilities. Untrained fighters may only acquire 1 specialization, skilled fighters 2; highly trained fighters (except warriors; see Professions) up to 3 specializations. The cost to acquire is 1,500 X.P.

Weapon Training: The only way for untrained fighters to improve their combat capabilities is to acquire weapon training. Weapon training will allow a character to gain proficiency in an additional weapon *or* increase one's skill with any *single* weapon by +1. Note that highly trained and skilled fighters may also acquire additional weapon training if they so desire. Cost to acquire: 1,000 X.P.

Wrestling: Wrestling is skilled grappling, and characters with this ability will be proficient in the restraining and knock-down tactics listed under Brawling/Grappling (see *Combat Tactics*). Characters with wrestling skill will also be able to employ the following techniques:

- **Takedown:** A takedown is a maneuver which allows the wrestler to throw and bring down an opponent. At the player/character's option, the throw may be a "slam" (illegal in competition) which will cause an opponent to save vs Constitution or be stunned for 1-2 rds. A takedown requires both skill and strength, and may be attempted against any bipedal creature who does not weigh more than 2x the wrestler's maximum encumbrance rating.

  Any wrestler attempting a takedown must accept the standard *non-proficiency* penalty due to the difficulty of this complex maneuver. A successful hit indicates that the takedown attempt has been successful, *and* the victim has been forcibly brought to the ground *under the wrestler's control* (consider the victim to be *restrained*).

- **Hold:** A hold is a sophisticated wrestling maneuver requiring skill, strength, leverage, and quickness. There are many different types of holds, but rather than define each, it is much simpler to say that a successfully applied hold will *completely* restrain any non-wrestler. A non-wrestler can only escape from a hold by making a save vs Strength at a penalty of -1 per level of ability of the wrestler. Any wrestler attempting a hold must accept the standard *non-proficiency* penalty. Note that a hold may be used to cause pain, forcing the victim to save vs Will or surrender.

- **Escape:** Wrestlers can escape from any hold or restraining maneuver simply by making a save vs Dexterity.

Cost to acquire is 2,000 X.P.

Zen Archery: Individuals who learn to acquire this mystical talent will be able to: 1) mentally visualize the location of any target hidden by darkness, smoke, mist, illusion, invisibility or any type of camouflage that does not impede actual line-of-fire (such as a wall, trees, etc.). Even a blind individual could function as a skilled archer if he or she possessed this talent; 2) fire from any position, while running, or even while falling, without any loss of effectiveness or penalty. Archery I and Archery II are both prerequisites for this skill, which can only be taught by a practitioner of mysticism or another Zen archer. Cost to acquire: 2,000 X.P.

COMBAT SYSTEM

The Atlantean System features a simple and fast-playing set of rules for combat. The main features of this system are as follows:

ATTACK: All attacks are resolved by the use of a d20.

COMBAT RATINGS: There are 3 different combat ratings:

1 **Highly Trained:** Highly trained fighters (such as warriors, paladins, etc.) gain bonuses of +1 to hit and +1 damage per every *two* levels of ability gained.

2 **Skilled:** Skilled fighters (such as rogues, spies, etc.) gain bonuses of +1 to hit and +1 damage per every *three* levels of ability gained.

3 **Untrained:** Untrained fighters (such as spell casters, common folk, etc.) gain *no* bonuses to hit by advancing in level, and can only gain combat bonuses by acquiring *training* (see *Combat Skills*).

COMBAT BONUSES: An individual's total pluses "to hit" are always added to the d20 attack roll.

TO HIT: Any roll of *11+* (including combat bonuses and/or other modifiers) is a hit. Any natural roll of 1 is *always* a miss.

INITIATIVE: In any combat, the individual(s) with the highest Speed score gets to strike or react first. After the initial round of combat, opposing sides take turns attacking. If both opponents possess identical Speed scores, both must roll a d20. The highest die result gains the initiative.

TACTICS: Intelligent creatures and individuals may choose among a variety of combat tactics. The individual(s) with the initiative (first strike) in any round gets first choice of tactics (see *Offensive and Defensive Tactics.*)

NON-PROFICIENCY PENALTY: Any time an individual attempts to use a weapon which he or she is not proficient with, the individual must accept the standard *non-proficiency penalty* (*divide* the attack roll + applicable modifiers *by two*). Halving the die roll represents the difficulty entailed in using any unfamiliar weapon or skill. Note that the *non-proficiency penalty* is also used as a modifier for any attempt at scoring a *specific hit* (see *Offensive Tactics*).

ADDITIONAL COMBAT MODIFIERS

Dexterity: Individuals with exceptionally high Dexterity scores gain additional plusses to hit (see *Bonuses for High Attribute Scores*).

Magical Weapons: Magical weapons add plusses to hit according to their rating; i.e., +1, +2, etc.

Magical Shields: Magical shields add plusses to any attempted *parry* according to their rating; i.e., +1, +2, etc.

OFFENSIVE TACTICS

• **Missile Attack:** Attack with thrown or device-propelled missiles.

• **Weapon Attack:** Attack with any hand-held weapon (or natural weaponry, in the case of monsters).

• **Weaponless Attack:** *Punch:* 1-3 + Strength bonuses; *Kick:* 1-4 + Strength bonuses; *Headbutt, Forearm Smash, etc.:* as per a punch; *Restrain:* No damage. A successful hit means that the intended target has been grabbed; the victim is always allowed a save vs Strength to break free on the following round.

• **Dirty Tricks:** Tripping, throwing substances in victims' eyes, sneak attacks, etc. The usual "to hit" roll is used, but the victim is allowed a save vs Dexterity to avoid the intended effect.

• **Specific Hit:** An attacker may always attempt to subdue or disable an opponent by attempting a *specific hit.* To do so, the attacker must state the intent of the specific hit prior to rolling for the attack, and must accept the standard *non-proficiency penalty* (divide die roll plus modifiers by 2). A successful hit will do double damage, and will force the victim to save vs Constitution or suffer the intended effect.

Victims of a successful *subdual* attack will be rendered unconcious for 2-20 minutes. A victim of a *disabling* attack will be wounded so badly that he or she will be unable to continue fighting. Administering any type of healing spell or potion will restore the victim to fighting condition. If no such aid is available, the victim will require 8+ 2d8 hours to fully recover from the disabling effect of the wound.

DEFENSIVE TACTICS:

• **Parry:** To parry a blow, the defender's die roll (plus any applicable modifiers) must equal or better the attacker's roll (plus modifiers). If the two die rolls are equal, the parrying weapon or shield is considered to have taken a direct hit, and a save must be rolled to determine if the item has been ruined (broken, bent, etc.) by the blow. Note that individuals with martial arts skills can ignore this rule when parrying with their hands. Also note that a parry, like an attack, counts as a move.

• **Dodge:** Used vs thrown missile weapons, charging opponents, or any close quarters attack. The defender rolls a save vs Dexterity. If successful, the intended attack is avoided. Note that individuals with martial arts skills (or Dexterity scores of 18+) can attempt to dodge device-propelled missiles and missile-type spells. Like parrying, dodging counts as a move.

• **Evasive Action:** Used vs missile weapon attacks of all sorts. The defender must be moving (charging, running, fleeing) in order to employ this tactic, and cannot attack while doing so. Evasive action reduces the attacker's chance to hit by 1/2 (as per a *non-proficiency penalty*). Evasive action also counts as a move.

• **Counter:** This is a risky tactic which can only be employed under the following conditions:

1 The defender must have the *initiative* for the round in which this tactic will be employed.

2 The defender must *surrender* the initiative, and allow the opponent to strike *first.*

3 If the attacker *misses,* the defender may then counter with a *specific* hit on the next turn *without* the usual non-proficiency penalty required for such a tactic.

4 If the attacker *hits,* the *defender* can only counter with a standard attack, and *must* accept a *non-proficiency* penalty to do so.

SPECIAL COMBAT RULES

Undefended Attacks

An undefended attack is essentially a "free" strike at an opponent who, for whatever reason, is not able to offer any resistance. Unless missile weapons are employed, an undefended attack can only occur under the following conditions:

1. Opponent has been surprised, ambushed, etc.
2. Opponent attempts to flee from an armed and ready antagonist.
3. Opponent is outnumbered.
4. Opponent is facing an antagonist who possesses more attacks per round than he or she does.
5. Opponent is incapacitated, knocked down, stunned, bound, entangled, etc.
6. Opponent is attacked from behind while engaged in combat with other antagonists.

Surprise

Surprise can occur under either of two different circumstances:

1. Accidental, face-to-face encounters with individuals or creatures, and;
2. any type of planned "sneak" or surprise attack.

In the first instance, either or both of the two groups/individuals may be surprised, as long as no member of either group has any special "immunity to surprise." Both parties in this case must save vs. *Speed* (remember that Speed is equivalent to both movement and reaction time). Any individuals who fail their save are surprised, and cannot take action in that round. If only one party is surprised, the other party is allowed one free move (attack, flee, fire missile weapons, cast spells, etc.). If both are surprised, normal reactions (combat, diplomacy, etc.) ensue on the following round, with no action being taken on the surprise round.

Conversely, any type of sneak attack forces the intended victim(s) to save vs. Perception or be surprised. Individuals who possess specific ambush skills have a % chance for success, and the Game Judge may award +/- modifiers according to how well (or how poorly) the ambush was set.

Chase

A chase is resolved by comparing the *Speed* of the person or persons being chased (called "the intended victim") with that of the pursuer. If the intended victim's Speed is greater, escape will result; if not, use the following guidelines:

1. The Game Judge determines whether the intended victim has a head start, and if so, how much distance separates the two parties. If this is uncertain, randomly determine the distance as follows: *close range* = 1-3 hexes; *medium range* = 3-18 hexes; *long range* = 18 + 3-18 hexes.
2. If the pursuer is faster, he or she gains ground at a rate equivalent to the difference in Speed between the two parties, *per round*. For example, an elf (Speed: 18) chases after a goblin (Speed: 15). No matter how great a head start the goblin has, the elf will gain ground at the rate of 3 hexes per round.

Note: The Game Judge may modify "chase" results according to the type of terrain, each individual's knowledge (or natural affinity for) any terrain type, special abilities, etc.

DAMAGE

Damage for any successful attack is as per the weapon being employed, *minus* the protective value of any armor worn by the victim (see *Weapons and Armor*). Bonuses for ability, exceptional strength and/or magical weaponry can add to the total damage done by any attack. Conversely, magical armor affords more protection, and so can further reduce the damage taken by any attack.

Falling Damage: d10 per each 10 ft.

TIME AND COMBAT RULES

In the Atlantean System, time is an important factor in the game, but is treated only in the most abstract sense. While the term "round" is synonymous with one minute of game time (as in many other games), neither term has any particular bearing on reality or "real time." This rather loose definition of time has one practical and important applicaton: It keeps players and Game Judges from having to deal with fractions of minutes, a most annoying and time-consuming task. To avoid having to engage in such nonsense, the following simple guidelines may be employed:

1. In one round there is sufficient time for two antagonists to exchange their total allowable number of attacks.
2. In one round there is sufficient time to cast most types of spells from memory, from a device, or from a scroll (as long as the scroll was in the caster's hand prior to its being employed). The only exception to this rule is that in close combat, only *First Level* spells may be cast from memory (See Chapter 3, *Magic and Combat*).
3. In one round there is sufficient time to retrieve any item from a backpack, retrieve any relatively small item from a pouch or pocket *and* use it as desired (including potions, talismans, etc.), mount a horse or other animal and move up to 1/2 the creature's maximum movement capability, string a bow, load and fire a sling or bow, or retrieve a scroll from any easily accessible pouch and ready it for the suceeding round.
4. If an individual does not have a weapon in hand at the onset of any combat, he or she must accept a *non-proficiency* penalty on the initial attack for that round. This represents the difficulty entailed in attacking without a ready weapon.

ADDITIONAL COMBAT MODIFIERS (optional)

- Attacking a gigantic (10' +) opponent = +2
- Attacking a diminutive (3'-) opponent = -2
- Attacking/Defending in darkness, mists, etc. = -4
- Attacking from behind = +2
- Attacking a fallen opponent = +2
- Attacking/Defending from above = +2
- Attacking/Defending from below = -2

COVER AND MISSILE WEAPONS

Any type of cover reduces the chances of being hit by missile fire as follows:

- 25% Cover = -1
- 50% Cover = -2
- 75% Cover = -4
- 90% Cover = -8

RANGES FOR MISSILE WEAPONS

In the Atlantean System, there are only 2 different range categories: *effective range* and *long range.* Targets within the effective range for any missile weapon may be fired upon without incurring any range penalty. Firing or hurling missile weapons at any target that is out of effective range (long range) incurs the standard *non-proficiency penalty,* as does any attack vs an evading opponent. (It *is* possible to incur a *double non-proficiency penalty* if attempting to hit an evading opponent who is out of effective range.) Note that individuals with *Archery I* or *Archery II* skills do *not* suffer *non-proficiency penalties* for *long range* missile weapon attacks.

MISSILE WEAPON RANGE CHART

Weapon Type	*Effective Range**	*Long Range**
Any hand-thrown weapon	Up to 5 ft. x Strength score	Up to 10 ft. times Strength
Sling	Up to 80 ft.	80 -200 ft.
Sling Staff (two-handed)	Up to 100 ft.	100-250 ft.
Short Bow/Light Crossbow	Up to 150 ft.	150-500 ft. (400 ft. for crossbow)
Long Bow/Heavy Crossbow	Up to 200 ft.	200-750 ft. (500 ft. for crossbow)

*each +1 of enchantment increases the range for any magical missile weapon (or bow/crossbow) by + 10%

Notes: The range and power of long bows and composite short bows are often greatly underestimated by fantasy gamers. For example, a good long bow could be used to fire an arrow up to 60 yds. (180 ft.) on a *flat shot;* i.e. without having to *arch* the shot at all (that's where the term *archery* comes from). The penetrating power of an arrow fired from a long bow was also quite exceptional: at close range, an arrow fired from a long bow could penetrate plate mail (or up to 3 inches of solid oak). Even as far away as 200 yds (600 ft.), a longbow shot could penetrate chain mail (or 1 inch of oak). As for accuracy, a qualified english archer of medieval times was expected to hit a man-sized target 12 out of 12 times at a distance of 240 yds. (720 ft.). Only a *very* strong and very tall individual could use a longbow, due to the bow's size (6 ft. long) and pull (a 100 lb. pull was standard for most longbows). No one seems to know for certain how far this weapon dates back, though the Egyptians and certain Norse tribes were known to use longbows.

SIEGE WEAPON RANGE CHART

Weapon Type	*Effective Range*	*Long Range*
Light Ballista	100 - 200 ft.	200 - 600 ft.
Heavy Ballista	100 - 500 ft.	400 - 1000 ft.
Light Catapult	200 - 100 ft.	1000 - 1500 ft.
Heavy Catapult	200 - 1500 ft.	1500 - 2000 ft.

MAGICAL WEAPONS

Magical weapons of any sort add pluses "to hit" and to damage totals, according to their rating (+1, +2, etc.). All magical weapons are considered to be *superior* quality items with regard to saves vs breakage or damage.

IMMUNITY TO NON-MAGICAL WEAPONS

Creatures and beings who possess immunity to non-magical weapons can still be affected by:

- any natural weaponry (claws, bite, etc.) possessed by creatures/beings of the same species.
- individuals whose strength is greater than or equal to the creature/being in question. Such individuals can always cause battering damage (1/2 actual damage), whether employing weaponry or fighting bare-handed.
- individuals possessing Martial Arts II skills, when employing their weaponless combat abilities.

ARMOR

The following is a list of armor types, showing the amount of damage that a given type of armor will absorb per attack and the negative effect that certain types of armor will have on a character's Dexterity (where applicable):

Armor Type		*Points of Damage Absorbed*	*Dex. Save Adjustments*
Type I	Heavy Cloth, Padded, Quilted Soft Leather	1	-
Type II	Hard Leather Heavy Furs, Hides	2	-
Type III	Studded, ring, on Soft Leather or Quilted	3	-
Type IV	Chain Mail	4	-1 saves
Type V	Plate Mail, Scale Mail Laminated, Splint, Brigandine, Wood/Bone Lamellar	5	-2 saves
Type VI	Plate Armor	6	-3 saves

SHIELDS

The advantages of using a shield are as follows:

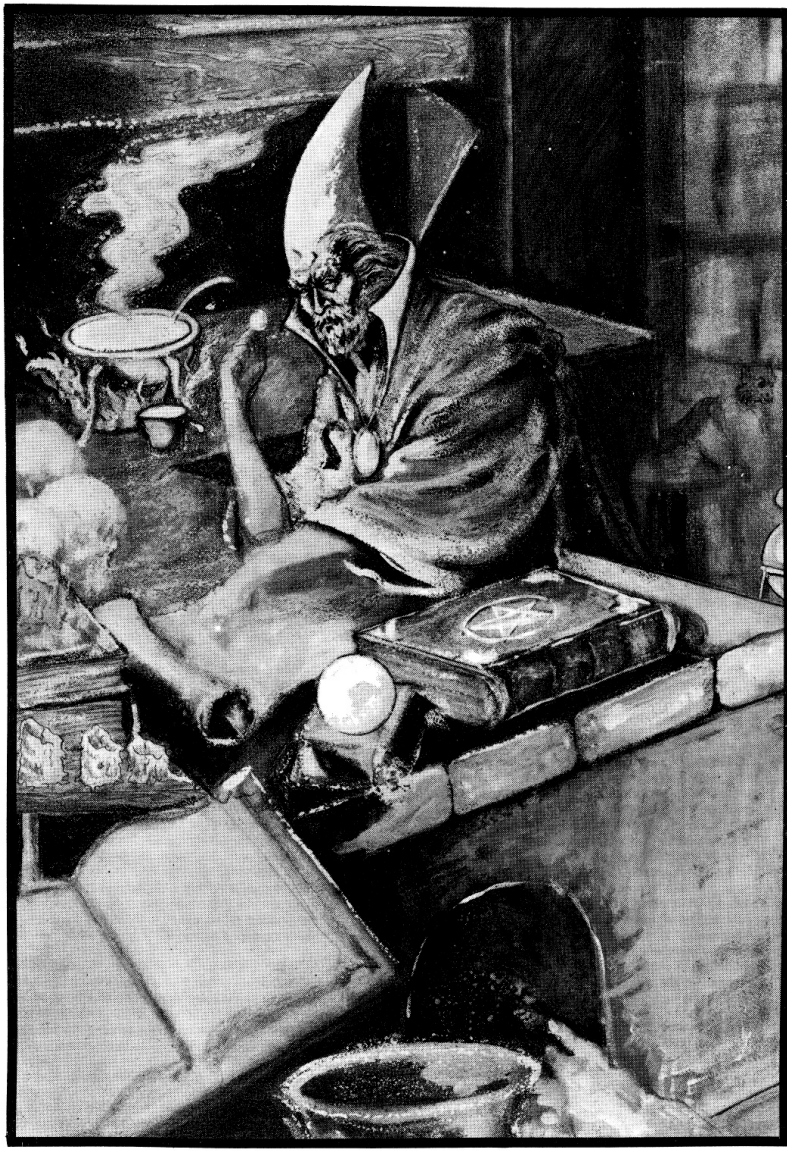
- Any individual using a shield cannot suffer an undefended attack from his or her shielded flank.
- If a shield is used to *parry,* the parrying opponent receives a bonus of +2 on the die.
- A shield may be used to batter or ram into an opponent, doing 1-6 points of bludgeoning damage per hit. When using this tactic, the attacker receives a bonus of +2 to hit, and may attempt a knockdown by accepting the standard non-proficiency penalty.

DAMAGE TO ARMOR (Optional)

Because armor absorbs damage, it is naturally subject to damage and wear. At the Game Judge's option, non-magical armor may have to be repaired (or even replaced) from time to time. If you decide to take this factor into account, check to see if armor is in need of *replacement* or *repair* (*2* separate die rolls) after any of the following occurrences:

Occurrence	**Armor Type**	**Replace**	**Repair***
Immersion in salt water	Clothing, padded armor	1%	10%
	leather, skins, any metal armor	5%	15%
Exposure to wet weather for 2 days +	Chain, ring, scale mail	10%	50%
	plate mail/armor	2%	40%
Character takes a fall from a height of 20 ft. or more:	Clothing, padded, leather, skins	2%	15%
	chain, ring, scale, plate mail	1%	20%
	plate armor	5%	50%
20+ points of fire damage (any type) taken by wearer in a single round of combat	Clothing, padded, furs	75%	50%
	leather, ring mail	5%	20%
	scale, plate mail	2%	10%
	plate armor	-	2%
20 + points of any other type of damage taken as a result of a single attack	Clothing	50%	90%
	padded, skins	40%	75%
	leather armor	25%	50%
	ring, scale, plate mail	10%	25%
	plate armor	2%	10%

*Costs for repair should be 20-50% (d4 + 1 x 10%) of the cost of replacing the armor. Armor in need of repair will still confer the usual protection in most cases (Game Judge's option).



CHAPTER 2

The magic system employed in the Arcanum is one which is simple to learn and allows a great deal of latitude for both players and Game Judges. The basic rules for this system are as follows:

MAGICAL FIELDS OF STUDY

In the Atlantean System, there are *9* different fields of magical study, as follows:

Astrology: Astrology is the study of the heavens, and the art of reading various signs and portents.

Black Magic: Black Magic is the study of the dark forces of magic and the infernal realms.

Divine Magic: Divine Magic is not a study in the actual sense of the word, but rather the practice of a religious doctrine.

Elemental Magic: Elemental Magic is the study of nature and the elements.

Enchantment: Enchantment is the study of the most basic forms of magic, such as conjuration, illusion, etc.

High Magic: High Magic is the study of the ancient words of power and command.

Low Magic: Low Magic is the study of the invisible realm, or spirit world.

Mysticism: Mysticism is the study of the inner self, utilizing the physical and spiritual energies of the practitioner (known as "Ki," or "Ki Energy."

Sorcery: Sorcery is the study of magic as a science.

Note: Although alchemists are capable of creating substances which possess magical properties, the field of alchemy is considered to be a science, not a magical field of study. This is primarily due to the fact that the practice of alchemy does not normally entail the use of spells.

SPELL CASTING

In the Atlantean System, a spell may be cast by any of *3* different methods, as follows:

1) From memory.
2) From a scroll.
3) From a magic item or magical device.

1 ***Casting Spells from Memory***

Spell casters of any profession may cast any *two* known spells per day, plus one additional spell per every level of ability gained. The level of the spell is *not* a factor in determining the number of spells which any character may cast per day.

Unless otherwise stated in the spell's written description, all spells have both verbal (speaking) *and* somatic (motions, gestures, etc.) components. If a spell caster is in *any* way rendered incapable of clear speech or unrestricted motion, he or she *cannot* cast spells.

No material components are necessary for the casting of any spell unless specifically noted in the spell's written description.

Unless otherwise stated in the spell's written description, the time required to cast any spell from memory is *one full round.* The only exception to this rule is that *first level* spells take slightly less than one round to cast, and so may be employed under most combat conditions (see *SPELL CASTING AND COMBAT* for further details).

A spell caster may choose to cast any spell he or she knows *without* the need for prior memorization or preparation. Practitioners of any type of magic do not "forget" spells after they have cast them, and do not need to study each day merely to cast a known spell.

2 ***Casting Spells from a Scroll***

Casting a spell from a scroll takes the same amount of time as casting a spell from memory; i.e. one full round, unless otherwise stated in the spell's written description. Note that before any spell can be cast from a scroll, the scroll must be *readied* (removed from its case, unrolled, and held or placed within sight range of the caster). It takes one full round to ready a scroll, as long as the caster has stored it in an easily accessable pouch, pocket, etc.

The use of any scroll requires a light source sufficient for reading purpoes. Due to the magical energy stored in a scroll, somatic components are not necessary, but verbal components *are.*

While it is possible to cast an *unlearned* spell from a scroll, such attempts are not without certain risks. If the spell is not higher in level than the caster's own ability will allow him or her to employ, there is a only a 5% chance that the spell will fail. If the spell *is* higher in level, compare the caster's level of ability to the level of ability required to cast the spell; the chance of spell failure will be 5% per each level of ability above the caster's current capabilities. Any time spell failure is indicated, there is a 50/50 chance that the miscast spell will work in *reverse* (Game Judge's ruling as to the actual effect, if any, of a "Backfired" spell).

Once a spell has been cast from a scroll, the scroll's power is spent, and it cannot be used again. Note that this rule applies to miscast and backfired spells as well.

3 ***Casting Spells From Magic Items Or Magical Devices***

Casting any spell from a magic item or device requires only that the caster speak the command word which activates the item in question. Though the object or device must be held or worn by the caster, somatic or verbal components other than the utterance of the command word are not necessary. Accordingly, the time required to cast any spell from a magic item or device is only a few fractions of a second. Despite this, no magic item in the Atlantean System may be employed more than *once* per round. Note that it is possible for non-spell casters to use magic items that have spell capabilities, as long as the individual possesses the ability to Read Magic (see *CHAPTER 2: Arts and Sciences Skills.*)

Note: In the Atlantean System, an individual may *never* carry or wear more than *seven* magic items on his or her person at a given time. If more than seven items are carried or worn at the same time, their powers cancel each other out, and *none of the items will function.* Scrolls, spell books and weapons do *not* count towards the total number of items which an individual may carry or wear.

COUNTER SPELLS (Dispelling another caster's magics)

In the Atlantean System of magic, there is *no* single spell which may be used to dispell another caster's magics. Instead, a spell caster

must use a *counterspell* to dispell an opponent's magics. A number of methods may be used to counter another caster's spells, as follows:

Spells Of Opposite Nature: Spells of directly opposite nature may always be used to counter an opponent's magics. Examples of "opposite nature spells" are *Light/Darkness, Haste/Slow, Dwindle/Enlarge, Lock/Knock, Energy/Negative Energy,* etc.

Spells Of Conflicting Nature: Spells of conflicting (but not opposite) nature should have at least a 50/50 chance of acting as a counterspell. For example, a *Reverse Gravity* spell cast upon a wizard who is employing a *Flight* spell is likely to cause the flyer to crash. The exact chance of success for any such spell to function as a counterspell is up to the Game Judge to decide, based on his or her appraisal of the spells being employed.

Reverse Spells: Any spell may be cast in reverse, thereby allowing the caster to employ it as a *counterspell.* For example, a caster may dispell a *Ring of Fire* by casting a the same spell in reverse.

SPELL CASTING AND COMBAT

Spell casting under combat conditions is subject to the following rules and restrictions:

- Unless a magic item is being used, spell casting is *not* possible if the caster is in the grasp of an attacker, bound or entangled, running, dodging, or riding any mount at greater than 1/2 speed.

- An unprotected spell caster is limited to the use of *first level* spells if attempting to cast a spell from memory while under direct (close quarter) attack from one or more assailants. Because of the need for speed under such conditions, scrolls may *not* be used. Note that magic items may always be employed under such conditions so long as the caster is capable of speaking the item's command word.

- If a spell caster is wounded while attempting to cast a spell from memory or from a scroll, a save vs. Will is required to determine if the caster was able to maintain his or her concentraiton. Such saves are always made at a penalty of -1 per every 2 points of damage caused by the wound.

Weapons, Armor, and Spell Casters

In the Atlantean System, spell casters of any profession may choose to employ any weapon they are physically capable of handling. Such is *not* the case with armor, which *cannot* be employed by spell casters (the exception to this rule is paladins, whose patron Deities bestow upon them the ability to cast spells while wearing armor).

SIMULTANEOUS MAGICAL COMBAT

Because most spells in the Atlantean System take one round to cast, Game Judges may optionally allow two or more spell casters to engage in *Simultaneous Magical Combat.* This may be done by having each opposing spell caster write down the name of the spell which he or she will cast prior to each round of magical combat (if the Game Judge is playing the part of an N.P.C. spell caster, he or she does this as well). At the start of each round of magical combat, the opponents *simultaneously* reveal the name of the spell that they had written for that round, and the results are compared and tallied. The same procedure is then repeated as many times as is necessary to resolve the combat.

THE BEGINNING SPELL CASTER

First level spell casters of any profession are considered to have undergone and completed a period of apprenticeship ranging from 4-7 years in length. Having studied under a skilled master, all First Level spell casters will have acquired the ability to read magical scripts. This is a *learned* ability essential to the study of magic, and pertains to magical writings of any sort (at the Game Judge's option, a save vs Intelligence may be required anytime a spell caster attempts to decipher particularly old or obscure magical writings).

First level spell casters will also have been taught *all* the first level spells usable by members of their profession. Higher level spells will *not* be known, and must be found or acquired by the young adept as he or she progresses upwards in level of ability.

Levels Of Ability And Spell Levels

Spell casters may advance to a new level of spells with every two levels of ability gained, as follows:

Level of Caster	Level of Spells Which May Be Learned
1-2	First Level Spells
3-4	Second Level Spells
5-6	Third Level Spells
7-8	Fourth Level Spells
9-10	Fifth Level Spells
11-12	Sixth Level Spells
13-14	Seventh Level Spells
-15+	Obscure, Ancient, or Original Spells

Finding/Acquiring New Spells

While it is assumed that all First Level spell casters have been taught all of the First Level spells usable by members of their profession, higher level spells must be found or acquired by some means before they can be learned. There are a number of methods for acquiring new spells, such as:

Adventuring: Old crypts, ruins, and labyrinths are sometimes good hunting grounds for scrolls, spellbooks, and other magcal paraphenalia.

Libraries: There is usually a 10% chance (-1% per level of the spell being sought) that any commonly known spell can be found in any respectable library. Game Judges should roll a % check once per each day that any individual spends in such research. Note that the chance of success may be raised or lowered according to the Game Judge's assessment of the quality of the library being employed for such research.

Trade: Often times it may be possible to obtain a desired spell by trade or exchange with another spell caster. A *renown* check or save vs Charisma can be used to determine how helpful or cooperative any individual will be when contacted by the character seeking to make a trade. Most intelligent spell casters will demand *at least* fair value for any such knowledge, and will be careful about the kind of information they will give to potential rivals.

Purchase: The cost to buy spell knowledge from a sage or scholar is usually at least 100 G.P. per level of the spell.

Learning New Spells

To determine if a spell caster can learn a new spell once it has been found or acquired, a save vs Intelligence is rolled. If the save is successful, the indivudal can comprehend the spell, and will be able

to master it within 2-7 days. If the save is *not* successful, the character will have to spend one full week studying the new spell, afterwhich a *second* save vs Intelligence may be attempted. If this save too is unsuccessful, the spell caster will have no alternative but to hire someone to teach him or her the new spell. A sage, scholar, or another spell caster will have to be contacted, and a *minimum* fee of 100 G.P. (per each level of the spell) will have to be paid. While this method is costly, such magical tutoring will *always* be successful, and the individual can be taught the new spell in one week's time.

Learning Spells From Other Magical Fields
(extra-curricular spell research)

In the Atlantean System, it *is* possible for spell casters to learn spells from magical fields of study not associated with their own professions. Known as extra-curricular spell research, this study is subject to the following rules and restrictions:

- Learning any extra-curricular spell costs the spell caster 500 X.P. per level of the spell.
- Because of the drastic differences in sources of power, it is *not possible for any* practitioner of black magic to learn extra-curricular spells from the magical field of divine magic, or vice-versa.
- It is *not* possible to learn any spell which is listed as being *restricted* to a certain profession by engaging in extra-curricular spell research (see the *SPELL LISTS* for details).
- Learning any extra-curricular spell is subject to the same rules and restrictions that apply to the learning of spells in general (see above,Learning New Spells).

Magical Research And Experimentation

All spell casters of 15th level and above may attempt to create new spells or magic items, under the following procedures:

1 In order to engage in magical research and experimentation of any kind, the spell caster must have access to some sort of work area where he or she may work in relative isolation. The type of area (lab, work room, cottage, hut, etc.) is unimportant, so long as it affords the researcher with a fair degree of privacy.

2 The player/spell caster must seek out a scholar or high level spell caster for consultation (the persona of the consultant should be played by the Game Judge in order to maintain a degree of game balance). Cost of the consultation should be 100 G.P. per level of the consultant, or the equivalent in goods, items, etc.

3 In the role of the N.P.C. sage, scholar, etc., the Game Judge should review the player/spell caster's proposed "new spell," and appraise it as follows:

a) If the new spell or magic item is so powerful that it would upset the balance of the campaign, the Game Judge (in the persona of the N.P.C. consultant) should advise the player/spell caster that the new idea is "not feasible," "impossible," "preposterous," etc. Depending on the personality of the N.P.C. consultant, he or she may either offer suggestions for modifying the idea, or may simply dismiss the player/spell caster as a lunatic and terminate the discussion.

b) If the spell or magic item seems feasible, the Game Judge/N.P.C. consultant should determine its level of difficulty as compared to other known spells or devices. Once this has been done the player/spell caster may begin the period of research and experimentation.

4 The amount of time which must be spent in research and experimentaiton is 2 weeks (game time) per each level of the spell or magic item being attempted. The player/spell caster may engage in no other activities while the period of research is being undertaken, though research may be interrupted and resumed at a later date without incurring any penalty. Cost of materials is 100-1,000 G.P. per each week of research, checked once per week (see number 6).

5 Each week that research and experimentation is in progress, the Game Judge should roll % dice on the following table:

01 - 02% = Setback: An explosion has occured in the work area. Research is set back 2 weeks; cost of repairs is an additional 100-1,000 G.P.

03 - 05% = Minor Setback: An accident has ruined the week's work. Damage is minor (10-100 G.P.), but research and experimentation are set back one week.

06 - 10% = Research Inconclusive: The week's work has failed to yield any tangible results. Add 1 more week to the estimated time required for research and experimentation.

11 - 25% = Progress At A Cost: Research and experimentation going as planned, but you have underestimated the cost of materials for the week; add an additional 10-100 G.P. to your estimated weekly expenses.

26 - 95% = Progress As Planned: Everything is on schedule; no additional costs or setbacks of any sort.

96 - 99% = Excellent Progress: Your work goes along even better than you had planned; cut one week's time (and expenses) from your estimates.

100% = Unexpected Success: Eureka! A chance discovery has eliminated the need for further research and experimentation; your "invention" is an *automatic* success (*no* further die rolls required).

6 When the period of research and experimentation has been concluded (if a 100% hasn't already been rolled), the Game Judge must roll a save vs. the player/spell caster's *Intelligence*. If the save is successful, the spell or magic item works as planned; if not, the player/spell caster may try again after an additional two weeks of research and experimentation. There is no limit to the number of times a player/spell caster can repeat such attempts.

7 It is possible for certain factors to affect the outcome and/or the course of any attempt at magical research and experimentation: For example:

- It may be possible to reduce costs for research and experimentation by using materials or ingredients which the player/spell caster has managed to acquire over the course of his or her career. The player/spell caster and the Game Judge/N.P.C. consultant should discuss such matters prior to the undertaking of any research. If the player already owns any materials which could conceivably be used for the type of research being planned, the cost or relative value of such materials may be deducted from the overall

costs. If applicable, consider any appropriate ingredients or substances to be used in the course of the research (this is a good and fair way to keep players interested in procurring new materials and substances). Such standard items as incense, chalks, magical inks, vials, flasks, holy water, etc. should always be considered deductible.

• If the player/spell caster owns any books which could conceivably relate to the subject of the intended research, the Game Judge may award plus modifiers to the weekly "experiment in progress" die rolls (see *MAGICAL TOMES, ANCIENT WRITINGS, AND RESEARCH*).

SPELL BOOKS

Spell casters of any profession will usually keep a written record of all the spells that they have learned, both for convenience's sake and as a safeguard against memory loss caused by spells or magical substances. Spell books and magical tomes of any sort may vary greatly in construction and appearance, depending upon the individuals who made them. Oversized scrollls, stone tablets, wood carvings or leather and metal-bound folios may serve as spell books or magical tomes.

In any case, it should be noted that in the Atlantean System, it is *not* possible to cast spells from such books. Instead, spell books and tomes which contain rare or unusual spells are useful only for record-keeping, reference, and magical research.

MAGICAL TOMES, ANCIENT WRITINGS, AND MAGICAL RESEARCH

One of the most valuable treasures a spell caster can acquire is a book which contains information on spells, rituals, devices, or substances related to the study of magic. Especially rare in ancient times, such writings can be used as an aid in magical research. Any books or written materials which contain information related to any type of magical research will add +1-5% to the % die roll required for such research (Game Judge's ruling as to the relative usefulness of any book as it pertains to the type of research being conducted). Thus, spell casters who manage to acquire an extensive library will find it much easier to conduct magical research.

ALCHEMICAL RESEARCH AND EXPERIMENTATION

Though similar in some respects to magical research and experimentation, the creation of new alchemical substances is subject to certain special rules and restrictions, as follows:

• The research, experimentation or creation of any alchemical substance (except herbal remedies, elixirs, powders and venoms) requires access to a fully equipped laboratory or workroom. The lab or workroom must have at least 200 ft. of work space, and must be stocked with a minimum of 3,000 G.P. worth of materials (including a furnace, distillation, measuring, and weighing devices, storage shelves, tables, stools, cabinets, braziers, glassware, tools, etc.). Maintainence costs to replace broken glassware and maintain equipment will usually total an additional 10-100 G.P. per year.

• Although player/alchemists do not need to seek a N.P.C. consultant before engaging in research and experimentation, they must still submit a written description of the new substance or device (and its proposed powers, capabilities, etc.) to the Game Judge.

• The time required for any alchemical research is always 2-8 weeks. Research may be interrupted at any time and resumed without penalty. Note that only the Game Judge should know the exact amount of time required to research any project.

• Once the period of research has been completed, the Game Judge should inform the player that experimentation may begin. The time required for each experiment is exactly the same as it would take to create a similar, known substance (if the proposed substance is *totally* unique, the Game Judge can determine the time required *as he or she sees fit*). At the end of each period of experimentation, the Game Judge should roll % dice to determine if the experiment succeeded or not.

• Chance of success for any new alchemical substance or device is determined by rolling a save vs. the character's Intelligence, at a penalty of -2, -4, or -6; it is the Game Judge's responsibility to determine the exact negative modifier by making a *fair* assessment of the complexity of the new substance or device. Inventions of great complexity should carry a -6 penalty; inventions of average complexity = -4; and relatively uncomplicated inventions = -2. A successful die roll indicates that the new substance or device has the desired effect, while a failed die roll indicates the need for further experimentation. Note that the period of experimentation may be repeated any number of times.

SUMMONING RITUALS

There are *3* different types of rituals associated with the summoning of creatures from other planes of existence. They are:

1 **Summoning Spells:** Spells of summoning are the least potent of the summoning rituals, having the power only to gate in a creature of the desired type. A Magic Circle of Protection and a Thaumaturgic Triangle are required in order to protect the caster, for a summoning spell by itself has no power to compel a creature to serve. Because of this, the caster must in some way compel or coerce the summoned creature to obey, and is only allowed *3* chances to do so (*see Sealing a Pact*).

2 **Evocation:** Spells of evocation are superior to summoning spells in that they have the power both to gate in a creature *and* compel it to service; i.e., the casting of any spell of evocation forces the desired creature to save vs Will or submit to the caster's demands (if the creature makes it save, the caster is *still* allowed three chances to gain the creature's services). Though a Circle of Protection and Thaumaturgic Triangle are not mandatory, only a very foolish (or very desperate) spell caster would attempt an evocation without these precautions. Note that only practitioners of High Magic can employ spells of evocation.

3 **Invocation:** Spells of invocation are the safest and most effective of the summoning rituals, for the caster may only use such spells to gate in creatures or beings of similar alignment and religious beliefs. Because of this restriction, the caster need not inscribe the Circle of Protection and Thaumaturgic Triangle, and there is no need to compel the invoked creature to offer its services. Generally speaking, an invoked creature or being will never refuse any *reasonable* request for aid or advice, as long as the caster has been faithful to his or her patron deity (Game Judge's ruling). Note that *only* practitioners of *Divine Magic* can employ spells of invocation.

Note: In the Atlantean system, *Spells of Conjuration* are *not* considered to be summoning rituals. Rather, a conjured creature is *created* (by the magical laws of association and contagion) from the material components used in the casting of a spell of conjuration. Because it is created by the caster's magics, a conjured creature will *always* obey its master.

Procedure For Summoning Rituals

1 **The Offering:** Prior to casting the summoning spell, the caster may wish to burn an offering to gain the favor of his or her

patron deity, demi-god, etc. A minimum offering of 100 G.P. worth of incense, aromatic herbs and/or spices is customary, and affords the caster a bonus of +1 on all saves (for purposes of the summoning ritual only). Fragrant oils and certain types of magical fumes may be used to bestow further bonuses upon the caster. Such precautions are optional, but may serve to protect the summoner in the event that a pact cannot be successfully sealed.

2 **The Ritual Inscriptions:** In any ritual summoning of creatures which might prove dangerous or hostile to the caster, he or she must inscribe the traditional Circle of Protection and Thaumaturgic Triangle upon the floor or ground. Inks or chalks may be used, or the inscriptions may be traced in the dirt, scratched into a floor, etc. The time required to complete the circle *and* triangle is one hour (1/2 hour when summoning elementals, who require no Thaumaturgic Triangle).

Both the Magical Circle of Protection and the Thaumaturgic Triangle must be perfectly inscribed in order to have the desired effect. Even under ideal conditions, there is a 10% chance (-1% per level of ability) that the caster will fail to correctly inscribe either the circle *or* the triangle (check for both inscriptions). A flaw in either of these two inscriptions may bring about disaster for the summoner (see: *Results of the Summoning Ritual*).

3 **The Summoning:** While standing within the magical Circle of Protection, the summoner may then cast the desired spell of summoning. The summoned creature will arrive in 1-3 minutes, appearing within the confines of the Thaumaturgic Triangle. Up to *3* individuals may stand within the confines of a Magical Circle of Protection.

4 **Sealing a Pact:** Once the summoned creature or being has arrived, the caster may attempt to seal a pact. If the summoned being is, by its nature, inclined to react with benevolence towards individuals of the caster's profession, it will offer to perform a service for the summoner. The following list of spell casters and summoned beings will generally have no difficulty in sealing any pact of summoning:

- *Priests* and kerubim, devas, guardians, etc.
- *Druids* and elementals, true elementals, and animals
- *Necromancers* and any type of undead creature
- *Shamans* and any spirit beings of similar alignment
- Any spell caster who summons a familiar (a familiar will always accept a summoner as its master).

If the type of being summoned is one who has no such relationship towards members of the caster's profession, it will *always* seek to resist the summoner. In this case, the summoner is allowed *three* chances to seal the pact by some other means. Each attempt causes the summoned creature to save vs Will; if the creature fails to make even *one* of these three saves, *the pact is sealed*. If the creature makes *all 3* saves, it is free to do as it wishes (see: *THE ARCANUM BOOK OF LISTS* in the appendix for more information on summoned creatures).

There are several methods which may be employed to seal a pact, ranging from offerings to threats and magical influence. The effects which any such attempt will have on a summoned creature are as follows:

- **Offering Riches:** Demons and devils save at -1 per each 1000 G.P. worth of riches offered, per level of the demon or devil in question; i.e., an 8th level demon saves at -1 when offered at least 8000 G.P., -2 when offered at least 16,000, and so forth. Other creatures and beings must save vs WILL (no additional modifiers) only if they are greedy in nature.

- **Offering A Service In Exchange For A Pact:** This is the most ideal method of sealing a pact. As lorig as the service offered is one which would appeal to the type of creature summoned (Game Judge's ruling), a pact can be sealed without further delay.

- **Offering A Sacrifice:** Demons and certain war-like or evil deities are extremely fond of human sacrifices, and will always accept such an offering *at once* (as a rule, only the most evil summoners will make this sort of offer). Devils are *always* eager to accept an offer of a demon sacrifice (and vice versa), as these two races hold a deep hatred for each other. On the other hand, good (and most neutral) beings will *never* accept the offer of a living sacrifice.

- **Threat Of Harm:** Mere threats will *never* make a summoned creature agree to a pact unless the summoner possesses a weapon or magic item which the creature fears (such as a devil's bane sword, a rod of demon smiting, etc.). If the summoner possesses such a device, the summoned creature will save at a penalty of -1 per each +1 of magical power which the device possesses.

- **Threat Of Imprisonment:** If the summoner possesses a spell or device that can imprison or trap a summoned creature, this type of threat will always cause the creature to save at a penalty of -4.

- **Attack:** Any attack upon a summoned creature will force it to save vs Will or agree to a pact. This method is quite dangerous, however, for any attack upon a summoned creature *negates* the power of the Circle and Triangle. Once this has occured, the summoned creature will in turn be free to attack the caster.

- **Magical Constraint And Commands:** This is the safest method of sealing a pact, as the summoned creature *must* save vs Will or obey, and there is little risk to the caster.

- **The Power Of Good:** The use of holy water, holy symbols and certain spells of mysticism and divine magic will cause any *evilly aligned* summoned creature to save vs Will or submit to the sealing of a pact. Note that only good individuals may use such objects effectively.

- **Summoning By Name:** If a spell caster is able to learn the common name of any creature, he or she is allowed one additional chance to seal any pact with that creature. Most creatures will reveal their *common* name (or names) in exchange for release from a pact of summoning, enabling the caste to summon the creature by name the next time.

- **Uttering The True Name:** If a spell caster is able to learn the true name of any creature (except an arch-demon, arch-devil, guardian, or being of deific power), he or she may *coerce* the creature into sealing any pact without delay. While knowledge of a creature's true name allows the summoner to cast spells upon it at will, the possession of such knowledge is *extremely* dangerous; the creature itself will not res until it has found a way to eliminate the individual who knows it true name. Furthermore, other individuals or beings who desire to learn the creature's true name may attempt to coerce this knowledge from the summoner.

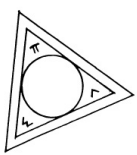
Results Of The Summoning Ritual

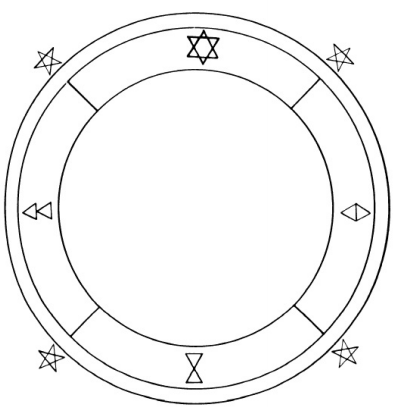
A summoning ritual may result in the occurrence of any of the following circumstances:

- **Failure To Correctly Inscribe The Circle of Protection And/Or Thaumaturgic Triangle:** Failure to correctly inscribe *both* the circle *and* the triangle nullifies the summoning spell. The summoned creature will appear momentarily, and then vanish back to its own plane. If *either* the circle *or* the triangle were incorrectly inscribed, the summoned creature will appear, but will *not* be restrained in any way. In this case, the caster may be in grave danger, for the summoned creature will be free to act as it chooses (according to its alignment or race). Evil beings may seek to enslave, slay or (in the case of demons) possess the caster's physical form. Good or neutral beings will usually simply return to their home planes.

- **Failure To Seal A Pact:** *Failing to seal a pact of summoning also frees the summoned creature from restraint, allowing it to return to its home plane. Evil or hostile creatures may first seek to punish or slay the attacker, if they believe they can do so with comparative ease. If not, such creatures may instead seek revenge upon the caster at a later date.*

- **Successfully Sealing A Pact:** Once a pact has been successfully sealed, the summoned creature may be made to perform a service for the caster. The exact type of service which any summoned creature may be made to perform varies according to the creature's race and rank (see *THE ARGANUM BOOK OF LISTS*). Note that should the caster command a summoned creature to undertake any service which it is *not* required by its nature to perform, the pact is *instantly* broken. In such cases, the summoned creature will simply return to its home plane, though hostile or chaotic beings may seek vengeance upon the caster at a later date.





SPELL LISTS

The following is a list of all the commonly known spells for each of the nine fields of magical study. Spells marked by an asterisk are restricted for use by certain professions, as indicated.

ASTROLOGY

Level I

Astral Bolt*
Astromancy
Detect Magic
Fortune
Initative of Aries*
Lesser Incantation of the Moon
Lesser Incantation of the Sun
Locate Object

Level II

Chartomancy
Contra-influence of Gemini*
Lesser Incantation of Mars
Lesser Incantation of Mercury
Locate Direction
Misfortune
Pschomancy
Will of Taurus*

Level III

Astral Vision
Chiromancy
Courage of Leo*
Detect Curse
Detect Poison
Lesser Incantation of Jupiter
Lesser Incantation of Venus
Mnemonic Influence of Cancer*

Level IV

Crystalomancy
Detect Danger
Fire Sign
Greater Incantation of Mercury
Healing Influence of Virgo*
Lawful Influence of Libra*
Lesser Incantation of Saturn
Water Sign

Level V

Air Sign
Baser Influence of Scorpio*
Botanomancy
Earth Sign
Greater Incantation of the Moon
Greater Incantation of the Sun
Legend
Truth of Sagittarius*

Level VI

Chariot of the Sun
Circle of the Zodiac*
Curative Influence of Capricorn*
Greater Incantation of Mars
Greater Incantation of Venus
Passage of Aquarius*
Theriomancy
Travel to Outer Plane

Level VII

Geomancy
Greater Incantation of Jupiter
Greater Incantation of Saturn
Hydromancy
Prophecy
Restorative Power of Pisces*

* = restricted to astrologers and mages only

BLACK MAGIC

LEVEL I

Arcane Bolt
Circle of Darkness
Curse
Dark Omen
Detect Magic
Disguise
Evoke Spirits
Mists
Protection from Good
Summon Familiar

LEVEL II

Control
Detect Presences
Image (Black Magic)*
Mists of Sleep
Necromantic Healing*
Pain
Speak with the Dead*
Summon Undead*

LEVEL III

Animate Dead*
Infernal Circle of Flame
Malediction
Mists of Entrapment
Necromantic Shape Change*
Repel
Summon Lesser Demon/Devil

Level IV

Contact Lower Plane
Mists of Strangling
Paralysis
Phantom
Summon Winged Demon/Devil
Whither Plants
Wings of Darkness

Level V

Coercion
Energy Drain*
Evil Eye
Mists of Death
Summon Greater Demon/Devil
Terror
Witchwind

Level VI

The Black Wind
Death Hand
Possession*
Reveal the Past*
Unholy Word*
Summon Nether Demon/Devil

Level VIII

Death Magic
Destruction
Ghost Wind*
The Great Curse*
Soulstone
Summon Arch Demon/Devil*

* = restricted to necromancers and witchdoctors only

DIVINE MAGIC

Level I

Blessing*
Charisma
Circle of Light
Detect Magic
Divine Light*
Faith Healing*
Omen*
Protection from Evil
Purify Food & Drink

Level II

Cure Disease
Cure Paralysis
Detect Good/Evil
Dexterity
Perception
Remove Curse
Sanctuary*
Strength
Will

Level III

Create Food and Drink
Cure Insanity
Free Will
Lesser Invocation*
Prayer*
Safekeep
Sensory Restoration
Speak in Tongues

Level IV

Circle of Divine Protection*
Detect Lie
Divine Guidance*
Eternal Flame*
Exorcism I
Safe Passage*
Spiritual Shield
Waterwalk

Level V

Exorcism II
Greater Invocation*
Minor Miracle*
Oath
Supplication*
True Sight
Warding
Wings of Heaven

Level VI

Enlightenment*
Exorcism III
Holy Word*
Part Water
Return to Sanctum
Soul Search*
Travel to Astral Plane
Truth

Level VII

Awe*
Banish
Divine Symbol of Power
Exorcism IV*
Miracle*
Omniscience*
Retribution*
Superior Invocation*
Word of Command

*= restricted to practitioners of Divine Magic only

ELEMENTAL MAGIC

Level I

Animal Mimicry
Detect Magic
Eldritch Fire
Fog
Locate Animal
Minor Healing
Night Vision
Predict Weather
Speak with Animals

Level II

Blending
Eyes of the Hawk
Frost
Locate Plant
Locate Water
Read Tracks
Trail Erasure
Warpwood
Water Breathing

Level III

Influence Animals
Neutralize Poison
Plant Control
Resist Fire/Cold
Speak with Plants
Summon Animals
Temperature Control
Windsong*

Level IV

Animal Control
Control Winds*
Plague of Locusts
Protection from Insects
Rainstorm
Ring of Fire
Ring of Ice
Thunderbolt

Level V

Control Water*
Elemental Shield
Ice Storm
Plague of Spiders
Protection from Animals
Protection from Plants
Rock to Mud
Summon Plants

Level VI

Control Fire*
Earth Lore
Environmental Adaptation*
Firestorm*
Insect Swarm*
Pass Through Plants and Trees
Quagmire
Summon Elemental

Level VII

Call Woodland Creature**
Control Earth*
Control Weather *
Lightning Storm*
Pass through Earth and Stone
Petrification**
Restore Life*
Summon True Elemental*
Tempest*

* = restricted to druids and practitioners of elemental magic only
** = restricted to druids only

ENCHANTMENT

Level I

Charm
Circle of Light/Darkness
Conjure Smoke
Conjure Missiles
Detect Illusion*
Detect Magic
False Dweomer
Identify
Levitation
Preserve
Speak Languages
Tricks

Level II

Apparition
Auditory Enchantment
Conjure Plant
Dwindle/Enlarge
Invisibility
Lock/Knock
Multiple Image*
Optical Illusion*
Phase Shift
Read Languages
Shatter/Repair

Level III

Circle of Silence
Conjure Animal
Conjure Fire
Conjure Water
Detect Invisibility
Dispel Illusion*
Haste/Slow
Illusory Image*
Illusory Object*
Minor Healing
Tangle/Untangle

Level IV

Animate Object
Conjure Earth
Conjure Toxic Cloud
Conjure Wind
Disappear
Flight
Illusory Creature*
Shadow Form

Level V

Dazzling Lights
Extra-Dimensional Space
Illusory Terrain*
Magic Portal
Minor Enchantment
Teleportation
Traps

Level VI

Conjure Monster
Dimensional Travel
Hallucination
Image Projection
Object Transformation
Shadow Being
Suspended Animation

Level VII

Conjure Simulacrum
The Grand Illusion**
The Great Conjuration**
Major Enchantment
Mass Charm*
Negative Illusion**
Transformation

* = restricted to magicians and practitioners of Enchantment only
** = restricted to magicians only

HIGH MAGIC

Level I

Detect Influence
Hold Portal
Minor Evocation*
Open (Command)
Sigil
Spellbind
Spell of Constraint
Word of Power*

Level II

Aura of Deception
Countermand
Forget
Ritual Magic
Sleep
Word of Healing
Word of Warning

Level III

Answer (Command)
Aura of Protection
Divination
Free Action
Sphere of Influence
Stop (Command)
Word of Guard*

Level IV

Aura of Awareness
Aura of Silence
Away (Command)
Lesser Evocation*
Magic Resistance
Power Word: Hold*
Sphere of Confusion
Word of Passage*

Level V

Cursed Incantation of Power*
Inscription
Obey (Command)
Powerword: Stun*
Reveal
Sphere of Panic
Sphere of Secrecy
Word of Transport*

Level VI

Aura of Spell Turning
Geas
Greater Evocation*
Power Word: Blind*
Sphere of Delusion
Talisman
Word of Destruction*
Word of Summoning*

Level VII

Aura of Spell Failure
Gesture of Power
Power Word: Kill*
Spell of Eternal Confinement
Sphere of Control
Superior Evocation*
Symbol of Power
Truename*
Word of Exile*

* = restricted to wizards and cabalists only

LOW MAGIC

Level I

Chant
Commune with Nature Spirits
Detect Magic
Foretell
Image Magic I*
Locate Power Animal*
Magic Darts*
Seeing
Spirit Empathy

Level II

Altered State
Fast Traveling
Image-Magic II*
Protection from Spirits
Spirit Self
Spirit Track

Level III

Image Magic III*
Premonition
Seeing Stone
Shape Change: Animal
Song of Courage
Song of Fear

Level IV

Dreams
Image Magic IV
Limited Invisibility
Power*
Spirit Contact
Trance State

Level V

Call Nature Spirit
Lesser Spirit Force*
Magic Arrow
Shapechange: Were-Form
Transfer Sensation
Travel to Spirit Realm

Level VI

Calling
Power Healing*
Returning
Spirit Force*
Visions
Warrior's Spirit*

Level VII

Dual Consciousness
Exorcise Spirit
Mass Trance State
Pointing*
Recall Spirit*
Soul Transference

* = restricted to shamans only

MYSTICISM

Level I

Aura Reading
Clairvoyance
Empathy
Heightened Perception
Inner Vision*
Mystic Bolt**
Object Reading
Suggestion

Level II

Contemplation
Clairaudience
ESP
Mind Mask
Mind over Body
Path of Wisdom
Subliminal Perception
Telekinesis
Transcend Hunger/Thirst*

Level III

Astral Projection
Clairsentence**
Emotional Influence
Inner Strength*
Mystic Healing I*
Path of Direction
Precognition
Psychic Shield

Level IV

Alter Aura
Body Control*
Dowsing
Mental Barrier
Mystic Healing II*
Psychic Assault
Sending
Sixth Sense

Level V

Dissociation**
The Mandiran
Mass Suggestion
Mind Read
Mystic Circle of Protection**
Mystic Healing III*
Telepathic Suggestion
Transfer Consciousness**

Level VI

Celestial Vision*
Materialization**
Mind over Matter*
Retrocognition
Telepathic Command*
Teleport Self
Transcend Pain*

Level VII

Bilocation**
Dematerialization**
Divert Energy
Expanded Consciousness*
Mantric Invocation**
Mass Telepathic Command**
Mind Blast*
Mystic Gift**
Pathway of Knowledge
Symbol of Power

* = restricted to practitioners of Mysticism only
** = restricted to mystics only

SORCERY

Level I

Detect Magic
Force Shield
Hypnosis
Infra Vision
Power Bolt
Slow Gravity
Variable Light/Darkness
Vertigo

Level II

Alter Gravity
Bands of Force
Globe of Illumination
Reflection
Spontaneous Combustion
Structural Analysis

Level III

Confer Invisibility
Disperse Energy
Identify Herbs and Plants
Mass Hypnosis
Omni-Vision
Sounding

Level IV

Alchemy I*
Force Sphere
Magnetic Field
Sonic Blast
Species Identification
Spell Analysis

Level V

Alchemy II*
Aura of Non-Detection
Mass Invisibility
Negative Gravity
Object Teleportation
Teleportal

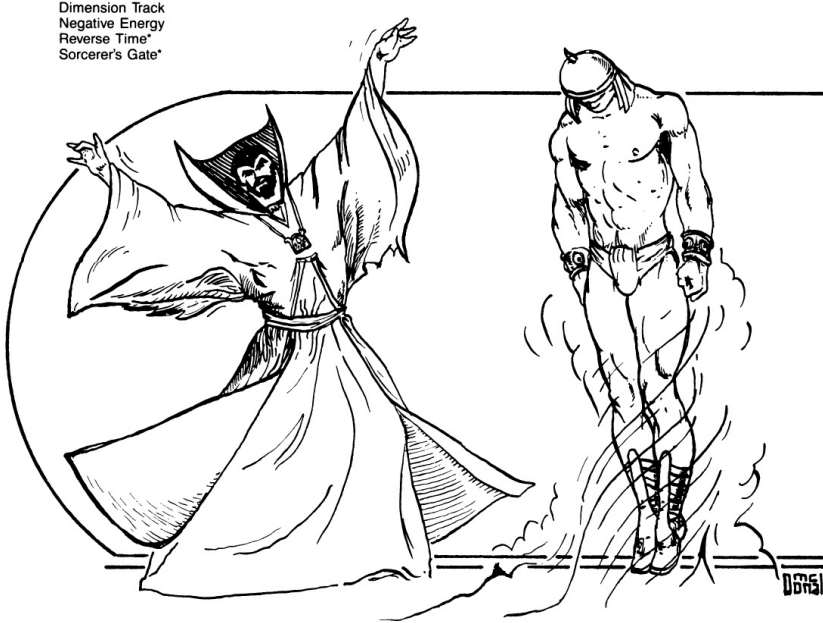
Level VI

Alchemy III*
Anti-Magic Shield
Beam of Light
Dimension Trap
Energy Field
Teleport Tracer

Level VII

Acid Rain
Alter Matter
Dimension Track
Negative Energy
Reverse Time*
Sorcerer's Gate*

* = restricted to sorcerers only



ASTROLOGY

LEVEL 1

ASTRAL BOLT: Allows the caster to hurl a Bolt of Astral energy that will do 1-4 points of damage (+1-4 points per level of ability) to any creature it strikes. Range is 10 ft. per level of the caster.
SAVE: vs Dexterity (1/2 damage).
SPELL TYPE: Variable, as stated.

ASTROMANCY: Allows the caster to perform any one of the following divinations by studying the night sky:

1 **Fate:** The condition or general whereabouts of any one individual may be divined. The caster may divine if the individual in question is "safe," "in great danger," "nearby," "far away," etc. If desired, the general direction in which an individual may be found can also be discerned.

2 **Wisdom:** The Wisdom or advisability of any single course of action may be determined in advance; i.e., "is it safe to cross the swamp by day," "is it wise to offer a bribe to the city magistrate," etc. Note that only "yes" or "no" answers may be obtained through this type of divination.

3 **Destiny:** The caster may determine whether a given event or circumstance will occur in the near (24 hours) future; i.e., "will the wizard be in his tower tomorrow night," "will we encounter goblins as we pass through the forest," etc. Only "yes" or "no" answers may be obtained through this divination.

Note: If the Game Judge is unsure of the answer to any questions posed by a player/spell caster, he or she is entitled to state that "the answer to your question is unclear at this time." Otherwise, the Game Judge must give a truthful answer to the question, though such answers should always be as brief as possible.
SAVE: None.
SPELL TYPE: Non-variable.

DETECT MAGIC: Allows the caster to detect the presence of magic by sight. Range is 10 ft. and duration is 1 minute.
SAVE: None.
SPELL TYPE: Non-variable.

FORTUNE: Allows the caster to bestow good fortune upon any single individual for a period of up to 24 hours. The recipient of this spell will receive a bonus of +1 for all saves vs Magic (and any saves related to luck or games of chance) for the spell's duration.
SAVE: None.
SPELL TYPE: Non-variable.

INITIATIVE OF ARIES: Allows the caster to react with great swiftness to any unforeseen threat or occurance. In essence, this spell makes the caster immune to "surprise-type" situations which would normally result in a loss of initiative, loss of a move, etc. Note that this spell does *not* forewarn the caster of danger, but simply improves the caster's normal reactions and reflexes. Duration is 10 minutes.
SAVE: None.
SPELL TYPE: Non-variable.

LESSER INCANTATION OF THE MOON: Allows the caster to create a spherical area of impenetrable darkness as large as 20 ft. in diameter, or as small as 1 inch in diameter. Although any type of "light" spell will instantly dispell the magical darkness, non-magical light sources (torches, lamps, etc.) will *not* function within the area of effect of this spell. Duration is 1 hour per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

LESSER INCANTATION OF THE SUN: Allows the caster to create a spherical area of brilliant light as large as 20 ft. in diameter, or as small as 1 inch in diameter. The radiant sphere may be cast upon a wand, staff, or sword and used as a light source (40 ft. radius area of illumination, regardless of the sphere's size), or may be used to ward off creatures whose eyes are sensitive to light. This spell will also disperse magical darkness. Duration of the radiance is 1 hour per level of ability.
SAVE: Only as stated.
SPELL TYPE: Variable, as stated.

LOCATE OBJECT: This spell will act as a "homing beacon," allowing the caster to know in which direction a lost or missing article can be found. The object in question must be known to the caster, or described by someone who has had first-hand knowledge of it. Duration is 1 hour.
SAVE: None.
SPELL TYPE: Non-variable.

ASTROLOGY LEVEL 2

CHARTOMANCY: Allows the caster to divine the meaning of any magical or non-magical writings, inscriptions, symbols, etc. Note that no more than a single page of writings may be deciphered by the use of this spell, however, this divination may be used on *any* type of writings or markings.
SAVE: None.
SPELL TYPE: Non-variable.

CONTRA-INFLUENCE OF GEMINI: Allows the caster to exert a minor influence on any single individual or being, causing the subject of the spell to save vs Will or react in a manner which is contrary to his or her "normal" behavior; i.e., a miserly person can be made to perform a generous act, suspicion can be turned into trust, an unreliable or dishonest person can be made trustworthy, etc. It should be noted that this spell cannot be employed to alter the reactions of truly hostile or peaceful individuals, nor will it have any effect on animals or other semi-intelligent creatures. Duration is 1 hour.
SAVE: vs Will, as stated.
SPELL TYPE: Non-variable.

LESSER INCANTATION OF MARS: Allows the caster to increase his or her fighting prowess, gaining a bonus of +1 on the attack die, and doing +1 damage per hit. Furthermore, this spell enables the caster to temporarily gain proficiency in any one type of weapon. Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

PSYCHOMANCY: Allows the caster to divine the *basic* intent (hostility, friendliness, neutrality) of any single individual or creature. Range is 100 ft., and the individual in question must be plainly visibile to the caster in order for the divination to be effective. It should be noted that an individual's intent may be subject to change, depending on a number of possible circumstances (such as negotiation, bribery, threats, an offering of friendship, etc.).
SAVE: None.
SPELL TYPE: Non-variable.

WILL OF TAURUS: Allows the caster to resist any attempt at magical influence, charm, or mind control. Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

LESSER INCANTATION OF MERCURY: Allows the caster to communicate with any language-using individuals, as per the spell: *Speak in Tongues.* However, when this spell is employed, the cast-

er will also be able to divine and make use of any phraseology, mannerisms, colloquialisms, etc. which the communicants associate with a person of wisdom. Thus, the astrologer receives a bonus of +1 to any reaction die roll or save vs Charisma required for the encounter. Duration is 10 minutes per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

LOCATE DIRECTION: Allows the caster to correctly divine the direction (north, south, etc.) in which he or she is facing at the time of the spell's casting. Note that this spell will function under all conditions of terrain or topography.
SAVE: None.
SPELL TYPE: Non-variable.

MISFORTUNE: Allows the caster to bestow a misfortune upon any single individual or creature, causing the victim to become *extremely* unlucky. Whenever possible, the individual will fall victim to traps or dangers of all sorts and will *always* fail reaction-die rolls or saves vs Charisma. Furthermore, the victim will be unable to win at any game of chance, will be hounded by pick-pockets, peddlers, drunkards, etc. at every possible opportunity and will suffer a penalty of -1 on *all* saves. Duration is 24 hours.
SAVE: None.
SPELL TYPE: Non-variable.

ASTROLOGY LEVEL 3

ASTRAL VISION: Allows the caster to detect astral, ethereal, spirit or invisible presences by sight. Range is sight range and duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

CHIROMANCY: Allows the caster to divine the nature of any ailment suffered by any single individual or creature. The caster must study the subject's hands (or claws, in the case of an animal or monster) for at least 1 minute prior to making any diagnosis. Note that the caster will be able to divine whether the afflicted individual is suffering from a disease, psychosis, poisoning, parasitic infection, or magic of some sort.
SAVE: None.
SPELL TYPE: Non-variable.

COURAGE OF LEO: Allows the caster to remove fear (magical or non-magical) from his or her mind, or from the mind of any one individual or creature. Duration is 1 minute per level of ability, during which time the affected individual will be totally immune to fear of any sort.
SAVE: None.
SPELL TYPE: Variable, as stated.

DETECT CURSE: Allows the caster to determine whether any single object, device or individual is cursed or is under the influence of any curse, hex, malediction, etc. The type of curse cannot be determined, only its presence. Range is 10 ft.
SAVE: None
SPELL TYPE: Non-variable.

DETECT POISON: Allows the caster to detect the presence of poison in (or upon) any substance, device, object, etc. Range is 10 ft.
SAVE: None.
SPELL TYPE: Non-variable.

LESSER INCANTATION OF JUPITER: Allows the caster to cause any summoned, evoked, or invoked creature or being to save vs Will or be kept at bay (minimum 10 ft. from the caster). Duration is 1 minute per level of ability.
SAVE: vs Will, as stated.
SPELL TYPE: Variable, as stated.

LESSER INCANTATION OF VENUS: Allows the caster to influence any single individual or creature, causing the subject of the spell to save vs Will or experience *1* of the following emotions:

1 **Love:** The affected individual will fall madly in love with the caster, or any one designated by the caster.

2 **Hate:** The affected individual will become extremely hostile towards any person(s) designated by the caster, and will attack if provoked in the slightest manner.

3 **Ambivalence:** The affected individual will have mixed emotions towards any person(s) designated by the caster, and will neither help nor hinder the designated person(s) in any way.

Range in either case is 100 ft., and the duration of the influence is indefinite or until dispelled. Note that intelligent individuals who have fallen victim to this spell are allowed a chance to save vs Will once per day to break free of the enchantment.
SAVE: vs Will, as stated.
SPELL TYPE: Non-variable.

MNEMONIC INFLUENCE OF CANCER: Allows the caster to memorize up to one page of writings (per level of ability) by merely skimming or glancing at them. Even if the caster is unable to decipher the writings, he or she will have a clear mental picture of them, and will be able to transcribe the writings whenever desired. The magical "memory"of the writings can be retained indefinitely, but will disappear immediately after the caster either transcribes or discusses the content of the writings. Note that it is possible to memorize magical writings via the use of this spell.
SAVE: None.
SPELL TYPE: Variable, as stated.

ASTROLOGY LEVEL 4

CRYSTALOMANCY: Allows the caster to use any type of crystal as a scrying device. Details of this spell's effectiveness are as per the third level spell of High Magic: *Divination*, with one exception: duration for a *Crystalomancy* spell is 1 minute per level of ability, and the caster may view up to three different subjects per each use of this spell.
SAVE: None.
SPELL TYPE: Variable, as stated.

DETECT DANGER: Allows the caster to detect the presence of anything that represents a threat to his or her safety, welfare, etc. The direction and general proximity of the danger can be determined by the use of this spell, but the exact type of danger (trap, ambush, monster, etc.) *cannot*. Range is 100 ft., and duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

FIRE SIGN: Allows the caster to:

1 Create a sphere of magical flame that may be hurled up to 200 ft. The flaming sphere will explode on impact and do 1-6 points of fire damage (per level of ability) to all creatures within a 20 ft. radius of the blast (save vs Dexterity for 1/2 damage).

2. Extinguish any magical or non-magical fire up to 100x100 ft. in area.

3. Counter and disperse any magical wall or barrier of ice, water, etc.

SAVE: As stated.
SPELL TYPE: Variable, as stated.

GREATER INCANTATION OF MERCURY: As per the *Lesser Incantation of Mercury,* but this spell allows the caster to communicate *empathically* with any individual or creature. Even semi-intelligent or non-lingual creatures can be communicated with via this spell, which is similar in effect to Telepathy. Note that the caster receives the same +1 bonus to Charisma or reaction die rolls as per the *Lesser Incantation of Mercury.* Range is 100 ft., and duration is 10 minutes per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

HEALING INFLUENCE OF VIRGO: Allows the caster to exert a healing influence on any single individual that will either cure any single type of disease, neutralize the effects of any poison, *or* heal 1-8 points of damage. The beneficiary of this spell must be touched in order for the healing to be effective.
SAVE: None.
SPELL TYPE: Non-variable.

LAWFUL INFLUENCE OF LIBRA: Allows the caster to call into effect the law of equivalences, causing any *physical* attack against his or her person to be likewise felt by the attacker; i.e., any damage done to the caster will also be taken by the attacker. Note that this spell is not effective against magic or missile weapons, and cannot be used to transfer or multiply the effects of healing or curative spells. Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

LESSER INCANTATION OF SATURN: Allows the caster to encompass himself/herself in a 1 ft. radius field of astral energy. Physical attacks (or magical attacks capable of causing physical damage) will only do 1/2 damage to the caster while he or she is protected by this spell. In the case of magical attacks, a successful save (if applicable) will allow the caster to take only 1/4 damage from the spell. Note that this spell does not in any way impede the caster's movement or spell casting ability. Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

WATER SIGN: Allows the caster to:

1. Create a sphere of magical ice that can be hurled up to 200 ft. The freezing sphere will shatter on impact, and do 1-6 points of cold damage (per level of ability) to any creature within a 20 ft. radius area (save vs Dexterity for 1/2 damage).

2. Breath and move normally underwater for up to 1 hour per level of ability.

3. Counter and disperse any magical wall or barrier of fire.

SAVE: As stated.
SPELL TYPE: Variable, as stated.

ASTROLOGY LEVEL 5

AIR SIGN: Allows the spell caster to:

1. Create a swirling sphere of wind that may be hurled up to 100 ft. The swirling sphere will scatter all creatures and objects weighing less than 400 lbs., flinging them 10-40 ft. (in random directions) from the point of impact and causing victims to be stunned for 1-4 minutes (save vs Dexterity to avoid being stunned)

2. Fly (as per the fourth level spell of Enchantment: *Flight*).

3. Counter and disperse any magical barrier of earth or stone.

SAVE: As stated.
SPELL TYPE: Variable, with regard to flying only.

BASER INFLUENCE OF SCORPIO: Allows the caster to influence any individuals or creatures within 20 ft. of him or her, causing them to save vs Will or experience *1* of the following emotions:

1 **Greed:** Affected individuals will greedily covet any treasure or valuables in sight, each claiming the valuables for himself or herself. Heated arguments will ensue at once, and if the affected individuals are normally prone to violence, fighting will occur.

2 **Lust:** Affected individuals will immediately foresake any activity in favor of locating a suitable mate. If suitable mates are available in the viscinity of the spell's casting, the affected individuals will attempt to embrace them at once. If not, affected individuals will leave the area at once in order to seek out a mate.

3 **Fury:** Affected individuals will go into a berserker-like rage, indiscriminatingly attacking friend and foe alike. As the caster alone will remain unnoticed by the enraged individuals, the use of this form of the sign of Scorpio can be most dangerous. Duration in any case is 1 hour.

SAVE: vs Will, as stated.
SPELL TYPE: Non-variable.

BOTANOMANCY: Allows the caster to divine the identity and possible uses of any type of plant, herb, etc. Range is 100 ft., and a minimum of 1 full minute of study is required for the divination.
SAVE: None.
SPELL TYPE: Non-variable.

EARTH SIGN: Allows the caster to:

1. Create a swarm of meteor-like spheres (1 sphere per level of ability) that may be hurled up to 100 ft. Each sphere will do 1-6 points of bludgeoning damage to any creature or surface which it strikes (creatures capable of movement are allowed a save vs Dexterity for 1/2 damage). The caster may direct the spheres at any number of targets within a 20 ft. radius area of effect.

2. Create a 10x10x10 ft. passageway through any stone, earth or brick wall.

3. Counter and disperse any magical wind.

SAVE: None.
SPELL TYPE: Only as stated.

GREATER INCANTATION OF THE MOON: Allows the caster to become invisible and completely *undetectable* by magical or non-magical means. Duration is 1 minute per level of ability. However, the caster must maintain complete concentration during this time in order to keep the spell functioning as desired; i.e., further spell casting or engaging in any activity which requires a great degree of concentration will cause the spell to cease functioning *at once.*
SAVE: None.
SPELL TYPE: Variable, as stated.

GREATER INCANTATION OF THE SUN: Allows the caster to radiate a 20 ft. radius area of blinding light. Normally sighted individuals and creatures within the area of effect will be unable to view the caster without being blinded for 2-12 minutes. Individuals or creatures whose eyes are sensitive to light will have to flee the spell's

area of effect or suffer permanent loss of sight. Duration is 1 minute per level of ability.
SAVE: vs DEX to shield one's eyes, and so avoid being blinded. Looking directly at the caster while this spell is functioning is not possible without suffering blindness (no save in this case).
SPELL TYPE: Variable, as stated.

LEGEND: Allows the caster to divine whether any object, artifact or edifice has legendary or hidden significance of any sort. This spell may be used to divine the secret or hidden powers of artifacts, the command words which cause a magic item or device to function, etc. While the investigative powers of this spell are practically unlimited, the caster must state the *exact* nature of the information being sought in order for the spell to be effective.
SAVE: None.
SPELL TYPE: Non-variable.

TRUTH OF SAGGITARIUS: Allows the caster to influence any single individual, causing the subject of the spell to save vs Will or give a truthfull answer to any one question. Note that if the subject does make the save, he or she may lie to the caster.
SAVE: vs Will, as stated.
SPELL TYPE: Non-variable.

ASTROLOGY LEVEL 6

CHARIOT OF THE SUN: Allows the astrologer to call forth a glistening chariot of light, drawn by four winged steeds. The chariot will hold up to six human-sized individuals (or 3000 lbs. in weight), and can travel up to 100 miles in 1 hour. The winged steeds will follow any simple command or direction given to them by the caster, but may only be used for non-violent purposes; i.e., transport, escape, etc. Duration is 1 hour, plus 10 minutes per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

CIRCLE OF THE ZODIAC: Allows the caster to inscribe a 7 ft. radius circle of protection vs scrying and crystalomantic divinations. The circle will take 1 hour to complete, but will last for as long as the inscriptions remain unmarred and intact, or until such time as the caster wishes to dispel the circle's power.
SAVE: None.
SPELL TYPE: Non-variable.

CURATIVE INFLUENCE OF CAPRICORN: Allows the caster to exert a powerful curative influence upon himself/herself or any single individual or creature. This healing influence can take any *one* of the following forms:

1. Cure insanity.
2. Restore any one of the five senses (sight, hearing, etc.).
3. Restore any lost attributes, such as Strength, Intelligence, Dexterity, etc.

In any case, the recipient of the spell must be touched in order to receive its benefits.
SAVE: None.
SPELL TYPE: Non-variable.

GREATER INCANTATION OF MARS: Allows the caster to adopt the war-like attributes of Mars, and temporarily gain the following bonuses:

1. Proficiency in any single weapon type.
2. +2 on the attack die.
3. +2 damage to all weapon attacks.
4. *Double* the caster's normal attacks per round.

Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

GREATER INCANTATION OF VENUS: Allows the caster to exert a powerful influence which will cause any individuals or creatures within 20 ft. of him or her to save vs Will or experience *any* single emotion which the caster desires. The emotional influence may be very strong; i.e., "boundless joy," "deep despair," "reckless abandon," etc. Duration of the influence is 1 hour.
SAVE: vs Will, as stated.
SPELL TYPE: Non-variable.

PASSAGE OF AQUARIUS: Allows the caster to pass through any magical or non-magical barrier up to 10 ft. in thickness, as long as the barrier is *not* comprised of a substance which might cause bodily harm (such as fire, toxic materials, etc.). As the duration of the spell is only 1 minute, the caster must move swiftly, and cannot carry more than his or her normal encumbrance's worth of materials. Furthermore, the benefits of this spell can be realized *only* by the caster. Creatures living or dead *cannot* pass through a barrier along with the caster via the use of this spell.
SAVE: None.
SPELL TYPE: Non-variable.

THERIOMANCY: Allows the caster to divine the species, relative power (weak, average, strong, very strong, etc.) and basic nature (hostile, passive, carnivorous, etc.) of any single animal or creature. A minimum of 1 full minute of study is required in order to make the divination. Range is 100 ft. It should be noted that Theriomancy will work on both living and non-living creatures.
SAVE: None.
SPELL TYPE: Non-variable.

TRAVEL TO OUTER PLANE: Allows the caster to instantly transport himself or herself to any of the outer (not lower) planes of existence, such as the astral plane, one of the elemental planes, one of the higher planes, etc. If desired, the caster may bring along one additional individual or creature per level of ability. Note that if this spell is cast in reverse it will return the caster to his or her home plane.
SAVE: None.
SPELL TYPE: Variable, as stated.

ASTROLOGY LEVEL 7

GEOMANCY: Allows the caster to perform a divination upon any 100x100x100 ft. area of earth, sand or stone, and learn the answer to *any* single question concerning the spell's area of effect. The type of question which may be posed is entirely up to the caster, and may pertain to past events, lost articles, creatures native to (or passing through) the area of effect, etc. Casting range is 100 ft.
SAVE: None.
SPELL TYPE: Non-variable.

GREATER INCANTATION OF JUPITER: Allows the caster to automatically banish any summoned creature to its home plane, dispell any single (non-permanent) magic, or remove any single (non-permanent) curse. Range is 100 ft.
SAVE: None.
SPELL TYPE: Non-variable.

GREATER INCANTATION OF SATURN: Allows the caster to be encompassed in an invisible, 7 ft. diameter sphere of energy. Up to 7 human-sized individuals may stand within the sphere and be pro-

tected from any type of magical or non-magical attack. Note that it is not possible to cast spells of *any* sort while within the protective sphere, nor is it possible to leave the sphere until the caster wills the spell to terminate, or until the spell's duration is spent. Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

HYDROMANCY: Allows the caster to perform a divination upon any 100x100x100 ft. area of water, swamp, ice, etc., as per the spell Geomancy.
SAVE: None.
SPELL TYPE: Non-variable.

PROPHECY: Allows the caster to receive a stirring vision of some future event. The vision will, for the most part, be clear and understandable, though it may also include seemingly unrelated images (it is up to the Game Judge to describe the Prophecy in both vivid and symbolic terms). The player may choose the topic for the *Prophecy* (an upcoming encounter with a hated adversary, a specific journey or quest, etc.), or may simply seek to make a random prediction of the future (Game Judge's choice of topics in this case). While a Prophecy may not always be a portent of some great or critical event, it will always come to pass. It should also be noted that a Prophecy may be either good or bad, and that the caster may make such predictions for any individuals or creatures.
SAVE: None.
SPELL TYPE: Non-variable.

RESTORATIVE POWER OF PISCES: Allows the caster to restore any individual or creature to life, providing the intended subject has been dead for no longer than 1 hour. Note that while this spell will restore life, it will not restore health and vitality. The beneficiary will return to life with only 1-4 hit points, and will be dazed, weak and in need of further healing. Also, note that this spell cannot be used to restore life to victims whose bodies have been destroyed or very badly damaged.
SAVE: None.
SPELL TYPE: Non-variable.

BLACK MAGIC

LEVEL 1

ARCANE BOLT: This spell allows the caster to create a black bolt of magical energy which will do 1-4 points of damage to any creature it strikes. Range is 100 ft.
SAVE: vs Dexterity, for 1/2 damage
SPELL TYPE: Variable. Each level of ability add +1-4 points of damage to the Arcane Bolt.

CIRCLE OF DARKNESS: Allows the caster to create a 20 ft. radius circle of impenetrable darkness. Range is 100 ft. and duration is 10 minutes.
SAVE: None. However, creatures may leave the affected area if they are capable of movement.
SPELL TYPE: Variable. Each level of ability adds 10 minutes to the spell's duration.

CURSE: Allows the caster to curse any single creature or being, and cause any one of the following effects:

1 **Hex:** Victim suffers a penalty of -1 on all saves.

2 **Ageing:** Victim ages 10 years.

3 **Bane:** Victim suffers from an inexplicale feeling of discomfort at all times, is unable to sleep well, and will consequently feel tired and irritable no matter how much rest he or she gets (-1 Charisma, Strength, and Constitution).

4 **Ugliness:** The victim's features turn haggard and worn, and his or her Charisma is reduced by 1/2.

The intended victim of a curse is always allowed a save vs Will to resist its effects, *unless* the caster knows the victim's true name or is in possession of some item which the victim once owned. Duration in any case is permanent or until the curse is countered or removed. Note that the caster must be in sight range of the victim (or must have access to a scrying device) in order to effect the curse.
SAVE: vs Will, only as stated.
SPELL TYPE: Non-variable.

DARK OMEN: Allows the caster to predict whether the actions of his or her party (or any individual) will be beneficial to the party/individual in question. A single "yes or no" question may be asked, afterwhich the caster will receive an omen of favorable or unfavorable portent from one of the lower planes. A favorable omen might be the appearance of a crow, buzzard, bat, serpent, etc. An unfavorable omen could be the appearance if a dove, sparrow, butterfly, fish, etc. (The Game Judge may elect to choose an omen which might be less simple to interpret).
SAVE: None.
SPELL TYPE: Non-variable.

DETECT MAGIC: Allows the caster to detect the presence of magic by sight. Range is 10 ft. and duration is 1 minute.
SAVE: None.
SPELL TYPE: Non-variable.

DISGUISE: Allows the caster to adopt the outward appearance of any human or humanoid being (up to approximately seven ft. in height). The disguise can only be penetrated by magical means. Note that this spell alters appearance, but does not confer any other benefits. Also, the caster's voice will not be disguised by this spell. Duration is one hour.
SAVE: None.
SPELL TYPE: Non-variable.

EVOKE SPIRITS: Allows the caster to summon forth 1-3 spirits of the most minor sort to do his or her bidding. Each spirit that responds to the summons may be made to perform one of the following services: reveal the meaning of any single rune, symbol, or sigil; deliver a message of up to twelve words to any single individual or creature; or reveal the name of the individual who last owned any item currently in the caster's possession.
SAVE: None.
SPELL TYPE: Variable, only as stated.

MISTS: Allows the caster to conjure a 10x10x10 ft. cloud of thick, grey vapors which may be created to a distance of 100 ft. Any individuals who enter or are caught within the magical mists will be unable to see further than 1 ft. in any direction, and will risk bumping into/falling over any obstacles that might be present if they do not move slowly (50% chance of a "fumble"-like incident occuring). Duration is 10 minutes per level of ability, and the quantity of mist which may be conjured increases by an additional 10x10x10 ft. per level.
SAVE: None.
SPELL TYPE: Variable, as stated.

PROTECTION FROM GOOD: Allows the caster to create a 10 ft. circle of protection which will effectively keep out any summoned/invoked creatures of good alignment. Duration is 1 minute per level.
SAVE: None.
SPELL TYPE: Non-variable.

SUMMON FAMILIAR: Allows the caster to summon a minor demon, minor devil, or familiar spirit (spirit which appears in the form of an animal). While necromancers may summon a specific type of familiar, spell casters who merely dabble in black magic cannot. In the latter case, the player/spell caster must roll % dice on the following table to determine the type of familiar that will respond to the summons:

Familiar Spirits
01-02 = Disembled Spirit
03-06 = Rat
07-10 = Bat
11-14 = Owl
15-20 = Wolf
21-30 = Raven
31-65 = Black Cat

Minor Devils
66-70 = Grimalkin (Shadow Cats)
71-80 = Alastor (Evil Genius)
81-85 = Imp

Minor Demons
86-90 = Gremlin
91-00 = Manes

Regardless of which type of familiar answers the summons, the creature will serve loyally for an indefinite period of time, or until *dismissed* by the caster. A spell caster can dismiss a familiar at any time, though it should be noted that this spell may only be cast once per year.
SAVE: None.
SPELL TYPE: Non-variable.

BLACK MAGIC LEVEL 2

CONTROL: Allows the caster to exert an influence upon any single individual or creature, forcing the intended victim to save vs Will or obey the caster's commands. Range is "hearing range" and the victim must be capable of understanding the language used by the caster in order for the spell to be effective. Note that, should the caster order the victim to do harm to himself or herself, the victim is allowed a *second* save to break free of the caster's influence. Duration is 1 hour, afterwhich the victim of the spell will regain his or her own free will.
SAVE: vs Will, as stated.
SPELL TYPE: Non-variable.

DETECT PRESENCES: Allows the caster to detect beings of any sort (spirit, ethereal, invisible, etc.). Range is a 20 ft. radius circle surrounding the caster, and duration is 10 minutes. Note that this spell will not reveal the *type* of being(s) in the caster's presence, but will allow the caster to determine the general location of any such being(s).
SAVE: None.
SPELL TYPE: Non-variable.

IMAGE (BLACK MAGIC): In order to cast this spell, the caster must first acquire a mandrake root, which must be found growing in a graveyard or under a hangman's gibbet. The root must be unearthed and brought to the caster's dwelling, where it must be carved and fashioned into a form which resembles the intended victim.

The caster must also have in his or her possession an article of clothing, weapon, lock of hair, etc. which belonged to the intended victim of this spell. (This item must be kept in near proximity while the image is being fashioned.) The image will take 1 full week to complete, afterwhich the caster may, through sympathetic magic, cause harm to the victim by "harming" the victim's image, i.e. each time the caster places a pin or sharp instrument into the image, the victim will feel excruciating pain in the corresponding area of his or her body.

While a victim of this spell cannot suffer actual damage through this type of manipulation, the victim *can* be made to temporarily lose the use of any arm, leg, or one of its senses (sight, hearing, speech, etc.) if the caster places a pin or sharp object in the corresponding area of the carved image and doesn't remove it. The only way for a victim to "cure" such a malady is to seek out the caster and destroy the image after first sprinkling it with holy water or subjecting it to a *Remove Curse* spell.

If the image is destroyed (by anyone) before its power has been nullified by one of the above methods, the victim will take 3-24 (3d8) points of damage. If the victim makes a successful save vs Will, this damage is reduced by 1/2, but any such damage will *not* heal without the benefits of a spell or potion.
SAVE: As stated above.
SPELL TYPE: Variable, only in terms of effective range, which is 1 mile per level of ability.

MISTS OF SLEEP: Allows the caster to conjure a 10x10x10 ft. cloud of grey mist which can be made to travel up to 100 ft. in any desired direction. Any creatures subjected to this magical mist must save vs Constitution or fall into a magical sleep which will last for 1 hour, or until dispelled. Duration is 10 minutes per level of ability, and the quantity of mist which may be conjured increases by an additional 10x10x10 ft. per level.
SAVE: vs Constitution. However, if the spell is cast upon creatures who are already asleep, they are *not* allowed a save.
SPELL TYPE: Variable, as stated.

NECROMANTIC HEALING: Allows the caster to heal one point of damage (per level of ability) for any single individual or creature. Note that this spell is 2x as effective if cast upon demons, devils, or undead. In either case the recipient must be touched in order for the spell to be effective.
SAVE: None.
SPELL TYPE: Variable, as stated.

PAIN: Allows the caster to cause any single individual or creature to save vs Will or suffer excruciating pain. Any individual affected by this spell will be unable to attack or cast spells, and will be unable to move at greater than 1/2 speed. Duration is 1 minute per level of ability, and range is 100 ft.
SAVE: vs Will, to resist the spell's effects.
SPELL TYPE: Variable, as stated.

SPEAK WITH THE DEAD: Allows the caster to converse with any deceased individual or creature, as long as the victim has been dead for no longer than 24 hours (+24 hours per level of the caster). The caster may ask 1 question per level of ability, and always receive a truthful answer.
SAVE: None.
SPELL TYPE: Variable, as stated.

SUMMON UNDEAD: Allows the necromancer to summon one undead creature to do his or her bidding. The type of undead which may be summoned is dependent upon the level of ability of the caster, for only undead of *lesser* ability level may be summoned in this manner. A summoned undead creature will follow any single command issued by the caster, and then return to its abysmal home plane. Summoned undead require no offering, but a Magic circle and Thaumaturgic Triangle must still be drawn.
SAVE: None.
SPELL TYPE: Non-variable.

BLACK MAGIC LEVEL 3

ANIMATE DEAD: Allows the caster to create a skeleton or zombie from the remains of any deceased creature. Any undead creature "created" in this manner will obey its master until destroyed, or until the effects of the enchantment are dispelled.
SAVE: None.
SPELL TYPE: Variable. Each level of ability allows the caster to animate the remains of one more creature.

INFERNAL CIRCLE OF FLAME: Allows the caster to create a 10 ft. radius circle of magical fire. Any individual or creature who attempts to pass through the flames will take 1-6 points of damage per level of the caster (save vs Dexterity for 1/2 damage). As the flames produced by this spell are of an infernal nature, demons and devils cannot be harmed by them. Duration is 10 minutes, and range is 100 ft.
SAVE: vs Dexterity, for 1/2 damage.
SPELL TYPE: Variable, as stated.

MALEDICTION: This potent curse will allow the caster to cause any one the following affects in any single individual:

1. Cause any single type of animal to react with great hostility when in the presence of the cursed individual.

2. Cause the cursed individual to become extremely awkward when faced with any type any type of danger (50% liable to drop hand-held items, such as weapons, magic items, etc.).

3. Cause the victim to have such terrifying nightmares that he or she will be unable to sleep or rest, with the result that the cursed individual will lose 1 point of Will per day until the Malediction is removed or the victim's Will score reaches 0, and he or she dies (loses the will to live).

Range in any case is 1,000 ft.
SAVE: vs Will, unless the caster knows the intended victim's true name or is in possession of at least one item of personal property formerly owned by the intended victim.
SPELL TYPE: Non-variable.

MISTS OF ENTRAPMENT: Allows the caster to conjure a 10x10x10 ft. cloud of thick, grey vapors, which may be made to travel up to a distance of 100 ft. Any individuals who enter or are caught within the magical mists will have difficulty moving in any direction, and must save vs Strength or become trapped within the dense vapors (visibility within the area of effect for this spell is the same as per the First Level spell, Mists). Duration is 10 minutes per level, and the quantity of mists which may be conjured increased by an additional 10x10x10 ft. per level.
SAVE: vs Strength, as stated.
SPELL TYPE: Variable, as stated.

NECROMANTIC SHAPE CHANGE: This spell is basically a limited version of the vampire's shape changing ability. It allows the caster to change into any of the following: vampire bat, wolf or gaseous form (the caster retains his or her own hit points). Duration is 1 hour, during which time any number of shape changes can be made. Note that animals will not be fooled by a Necromantic Shape Change spell, and will recoil at the caster's scent unless they are of a very vicious nature. It is not possible to cast spells while shape changed into one of these forms.
SAVE: None.
SPELL TYPE: Non-variable.

REPEL: Allows the caster to emanate a 10 ft. radius "aura" of evil. Any living creature entering the area of effect must save vs Will or be unwilling to approach the caster. Extremely evil beings or creatures must still make a save, but are allowed a bonus of +2 on the die. Duration is 1 minute per level of ability.
SAVE: vs Will, for not effect.
SPELL TYPE: Variable, as stated.

SUMMON LESSER DEMON/EVIL: Allows the caster to summon one lesser demon *or* one lesser devil (see *Summoning Rituals*).
SAVE: Special.
SPELL TYPE: Non-variable.

BLACK MAGIC LEVEL 4

CONTACT LOWER PLANE: Allows the caster to communicate with a greater demon or devil from the lower planes, and to receive an answer to any single question. The caster must know the name of the demon or devil in order for contact to be established. It should be noted that answers to any question posed via the use of this spell will always be truthful, but may be somewhat vague or cryptic in nature.
SAVE: None.
SPELL TYPE: Non-variable.

MISTS OF STRANGLING: Allows the caster to conjure a 10x10x10 ft. cloud of thick, grey vapors, which may be made to travel up to a distance of 100 ft. Any individuals who enter or are caught within the magical mists will suffer 1-6 points of strangling/constriction damage per minute. The only way to avoid this damage is to leave the spell's area of effect either by fleeing or through the use of certain magic items (actual spell casting is not possible within the choking mists). Duration is 1 minute per level of the caster, and the quantity of mists which may be conjured increase by an additional 10x10x10 ft. per level.
SAVE: None.
SPELL TYPE: Variable, as stated.

PARALYSIS: Alllows the caster to paralyze any single creature or being. The intended victim must be touched in order for the spell to be effective, and the duration of the paralysis is 5-20 (5d4) minutes.
SAVE: None, as long as the victim has been touched.
SPELL TYPE: Non-variable.

PHANTOM: By the use of this spell, the caster is able to call forth a type of non-corporeal spirit known as a phantom. No offering or inscription is needed as the phantom will be all too eager to gain access to the prime material plane and wreak havoc. Because a phantom has no true form, it can only become substantial by drawing upon the life essence of its summoner. It does this by "draining" one hit point per level of ability which the caster has attained. This energy drain in turn gives the phantom one level of ability per hit point drained (in effect giving it the same level as the caster who summoned it). The "draining" process is instantaneous, and occurs the moment that the phantom is summoned into the presence of the caster.

Once a phantom has been given corporeal form in this manner, it may be commanded to perform any service which the caster desires. There is no limit to the length of the phantom's servitude (unless it is destroyed), but the caster will *not* be able to regain the hit points it took to give the creature form until the phantom is either destroyed or dismissed by the caster. (Either occurrance restores the "lost" hit points at once.)

In melee the phantom attacks twice per round, any successful hit indicating that the creature has grasped its victim by the throat, doing 1-8 points of constriction damage per minute thereafter (automatic). If the victim's size or form make strangulation impossible, the phantom will use its claws (also 1-8 damage) to slash its opponent.

Because they resemble nothing so much as "solid" shadows, phantoms surprise victims 95% of the time if attacking in darkness. They cannot tolerate daylight, and must always wear hooded cloaks if traveling by day. Fire, cold, and lightning will not affect a phantom, nor will non-magical weapons, poisons or any type of control spell. Phantoms have near maximum human strength (17) and can move with great speed (19).

They have night vision (up to 100 ft.) but see poorly in daylight. They can be turned (as wraiths) by clerics, priests and mystics. A caster may have any number of phantoms in his or her employ; the only limit being the number of hit points which he or she is willing to temporarily sacrifice to do so.
SAVE: None.
SPELL TYPE: Variable, as stated.

SUMMON WINGED DEMON/DEVIL: Allows the caster to summon one Winged Demon or one Winged Devil (see *Summoning Rituals*).
SAVE: Special.
SPELL TYPE: Non-variable.

WHITHER PLANTS: Allows the caster to whither and destroy up to a 10 sq.ft. area of any plant life or vegetation. Range is 100 ft.
SAVE: None, unless this spell is used against sentient plants which, having intelligence, are allowed a save vs Will to resist the caster's magics.
SPELL TYPE: Variable. Each level of ability allows the caster to affect an additional 10 sq.ft. area of plant life.

WINGS OF DARKNESS: Allows the caster to cause a pair of black bat-like wings to be formed and magically affixed to his or her upper back, thus enabling the caster to fly at 2x normal movement rate for up to 1 hour. The caster may engage in combat or further spell casting while in this winged form, but will only be able to carry his or her normal encumbrance worth of weight while airborne. Duration is 1 hour.
SAVE: None.
SPELL TYPE: Variable. Each level of ability adds 10 minutes to the spell's duration.

BLACK MAGIC LEVEL 5

COERCION: Allows the caster to attempt to gain control over any creature or being (except arch demons, arch devils guardians, or beings of deific power) through the use of *sympathetic magic.*

Prior to attempting this spell, the caster must carve an image of the intended victim in wax or wood, inscribing it with various arcane symbols and glyphs. The entire procedure will take 1 full week to complete, afterwhich the image will be ready for use.

Once the image has been completed, the caster may use it to attempt control over the intended victim. This may be done by holding the graven image over a burning candle or torch while casting the Coersion spell. Wherever the victim is, he or she will immediately be wracked with excruciating pain, and must save vs Will or fall under the caster's control.

If the save is successful, the pain will cease. If not, the pain will force the victim to unquestioningly obey any single mental command put forth by the caster. Note that the graven image used for this spell may be used any number of times, or until the intended victim successfully resists the spell 3 times. (This will cause the image to dissolve into dust.)
SAVE: As stated.
SPELL TYPE: Non-variable.

ENERGY DRAIN: Allows the caster to drain 1-4 hit points (per level of the caster) from any living creature by touch. Hit points drained by the use of this spell can only be restored through the use of healing spells, elixirs, potions, etc. and cannot be regained through non-magical means of any sort. Intended victims are allowed a save vs Constitution for 1/2 damage, and demons, devils, or undead creatures are not affected by this spell.
SAVE: vs Constitution, as stated.
SPELL TYPE: Variable, as stated.

THE EVIL EYE: This spell is the necromantic equivalent of *True Sight,* allowing the caster to see through any illusion, disguise, or magical transformation. Invisible objects and/or creatures, secret doors, and traps will also be visible to the caster, and the weakest or lowest attribute of any creature or being (including phobias or other weaknesses and susceptibilities) will be known to the caster of this spell. Duration is 10 minutes, and range is sight range.
SAVE: None.
SPELL TYPE: Non-variable.

MISTS OF DEATH: Allows the caster to conjure a 10x10x10 ft. cloud of red mist, which may be made to travel up to a distance of 100 ft. in any desired direction. Any individuals who enter or are caught within the magical mists must save vs Constitution or die within 1-4 minutes. Only an antidote or a *Neutralize Poison* spell will suffice to save victims of this spell. Duration of the mist is 10 minutes (non-variable), and the quantity of mist which may be conjured increases by 10x10x10 ft. per level of ability.

SAVE: vs Constitution, for no damage.
SPELL TYPE: Variable, *only* as stated.

SUMMON GREATER DEMON/DEVIL: Allows the caster to summon one greater demon or one greater devil (see *Summoning Rituals*).
SAVE: Special.
SPELL TYPE: Non-variable.

TERROR: Allows the caster to emanate an extremely powerful aura of fear. The area of effect for this spell is 20 ft. radius surrounding the caster. Any who enter it must save vs Will or flee in such unreasoning panic that hand-held weapons or items will be dropped, treasure left behind, wounded comrades abandoned, etc. Victims of a *Terror* spell will flee for a full 30 minutes, and if restrained by anyone will fight (as berserkers) to the death in order to break free. Duration of the Terror emanation is 10 minutes, and any in the area of effect must save once per each minute that they remain within range of the caster.
SAVE: vs Will, as stated.
SPELL TYPE: Non-variable.

WITCHWIND: Allows the caster to create a magically animated wind which can be made to do any one of the following:

1. Carry any message (maximum of 7 words) up to a distance of 100 miles. The message can be made so that it will be heard (as a whisper) by just one individual, or any single type, race or nationality of individuals within a 1 mile wide area of the wind's path.

2. Propel any single sailing craft (of any size) up to a maximum speed of 100 miles per day in any desired direction.

3. Extinguish all non-magical fires, torches, lamps, etc. within a 100 ft. radius of the caster. Fires extinguished in this manner will be impossible to rekindle for up to 24 hours.

Duration in any case is a maximum 24 hours.
SAVE: None.
SPELL TYPE: Non-variable.

BLACK MAGIC LEVEL 6

THE BLACK WIND: Allows the caster to call forth a 10x10x10 ft. cloud of whirling black vapors, which may be made to travel up to a distance of 100 ft. The *Black Wind* can be made to move at maximum human speed, and will cause the following effects:

1. Living creatures must save vs Constitution or be blinded for 2-12 minutes by the toxic vapors (save # no damage).
2. Summoned/evoked creatures of any sort must save vs Will or be hurled back to their home plane.
3. *All* individuals or creatures within the spell's area of effect will take 1-8 points of damage from flying dust and debris per each minute thant they remain within the *Black Wind* (no save).

Duration is 10 minutes (non-variable), and the size of the *Black Wind cannot* be increased or altered.
SAVE: As stated.
SPELL TYPE: Non-variable.

DEATH HAND: Allows the caster to kill any single creature or being (except guardians, arch devils, arch demons and/or Deities) by merely touching the intended victim with an open palm. The intended victim of a Death Hand spell is allowed a save vs Constitution. If the save is made, the victim still loses 1/2 of his or her total hit points, but will not be killed (at least 1 hit point will remain). Note that the caster must score a successful "hit" if the intended victim is not unconscious, bound, or otherwise helpless.
SAVE: As stated.
SPELL TYPE: Non-variable.

POSSESSION: Allows the caster to gain total control over another creature's mind and body by "possessing" the victim as per a malign spirit or demon. If the attempt is successful, the caster leaves his or her body and "possesses" the victim's. While in the victim's body, the caster retains his or her magical abilities, and gains the ability to speak in the victim's normal voice and have access to its past memories. Only a Detect Evil spell or similar magic will reveal that something is wrong with the victim, and only an Exorcism spell can forcibly remove the spirit of the caster and return the victim to normal. Range is 100 ft., and duration is unlimited.
SAVE: vs Will to resist the attempted possession.
SPELL TYPE: Non-variable.

REVEAL THE PAST: Allows the caster to learn all that has transpired in any given 100x100x100 ft. area, as long as the skeletal remains of at least one creature can be found in the area in question. If at least some fragment of bone or tissue can be located, the caster may converse with it for up to 1 hour, and will always be given truthful answers to any questions posed. If desired, the caster may place skeletons, skulls, etc. in areas which he or she wishes to keep under surveillance, and use this spell to interrogate the remains at a later date.
SAVE: None.
SPELL TYPE: Non-variable.

SUMMON NETHER DEMON/DEVIL: Allows the caster to summon one nether demon or one nether devil (see *Summoning Rituals*).
SAVE: Special.
SPELL TYPE: Non-variable.

UNHOLY WORD: Allows the caster, upon the utterance of a single word, to cause one of the following effects:

1. Dispell any single control-type spell (such as *Slow/Haste, Charm, Hypnosis,* etc.) for any individuals within hearing distance of the caster. Undead creatures who have been turned by another caster will likewise be freed from such control.
2. Cause all undead creatures within hearing range to view the caster as an ally, as long as such creatures are of lower level than the caster. Undead of greater level than the caster will be totally unaffected by the *Unholy Word.* Undead who are affected by this spell will obey any single command of the caster. (Duration of control cannot exceed 1 hour in this case.)

SAVE: None.
SPELL TYPE: Non-variable.

BLACK MAGIC LEVEL 7

DEATH MAGIC: Allows the caster, at the utterance of a single word, to slay any creatures (of lesser hit points or level) within a 20 ft. radius of the spell caster. Intended victims are, of course, allowed a save, and creatures who possess greater abilities than the caster will be totally unaffected by the spell.
SAVE: vs Constitution, for no effect.
SPELL TYPE: Non-variable

DESTRUCTION: Allows the caster to cause up to 10x10x10 ft. of non-living material to instantly fall into ruin. Wooden beams, bridges, etc. will rot and fall away, iron will rust and become weak with corrosion, and stone will crumble to dust. Range is 100 ft.
SAVE: None.
SPELL TYPE: Non-variable.

GHOST WIND: Allows the caster to summon a magical wind from the depths of the most ancient catacombs and tombs. The ghost wind will be approximately 100x100x100 ft. in area, mist-like in appearance, and may be made to travel up to a distance of 1,000 ft. Carried upon the wind will be all manner of deranged and wailing spirits, and any living creatures who enter or are caught within the area of effect must save vs Will or go permanently insane. Victims of a *Ghost Wind* typically resemble sufferers of catatonia. Duration of the *Ghost Wind* is 10 minutes.
SAVE: vs Will.
SPELL TYPE: Non-variable.

THE GREAT CURSE: Allows the caster to cause any one of the following effects:

1. Raze and whither up to a 100x100 ft. area of crops or any type of vegetation with a single gesture. The caster must have in his or her possession at least a piece of vegetation (stem, leaf, flower, etc.) from the area to be affected. Range is 1000 ft.
2. Cause any small to medium sized building to fall into ruin over the course of 13 days. Walls and ceilings will be seen to slowly warp and buckle, until on the 13th day the building will collapse. The caster must have spent at least 1 hour in the building at some time prior to the spell's actual casting.
3. Cause any single creature to die by simply gazing into its eyes and speaking a single word. If the intended victim makes a successful save vs Will, he or she will still die within 7 hours (of a strange, burning fever), unless the curse is removed. Range in this case is sight range.

SAVE: Only as stated above.
SPELL TYPE: Non-variable

SOULSTONE: This powerful spell enables the caster to attempt to capture and draw upon the life essence of any creature (except arch demons, arch devils, guardians, and beings of deific power). To do so, the caster must first acquire a perfect gem (worth at least 10,000 G.P.), and inscribe it with the intended victim's name and a series of arcane symbols. This process will take a full two weeks to complete, after which the soulstone will be ready for use.

In order to effect the enchantment, the caster must draw forth the soulstone while in the prescence of the intended victim and begin reciting the writings etched upon the stone. Upon hearing the first few words, the victim will feel his or her life essence being drained into the soulstone. (If this spell is being cast upon a demon or devil, the creature will immediately offer a service in exchange for mercy, and the soulstone.)

The intended victim is allowed a save vs Will to resist the enchantment. If successful, the soulstone will shatter into worthless fragments, and the spell is negated.

If the saving throw is unsuccessful, the victim's life essence will be drawn from its body and transferred to the soulstone, and the lifeless body of the victim will dissolve into dust. The caster of the spell may immediately acquire 1/2 of the victim's hit points *or* any single ability or attribute of the victim (such as great strength, magic resistance, flight, etc.). The acquired ability or h.p. will last only as long as one is in possession of the soulstone. Once a month, the holder of a soulstone may ask the imprisoned life essence a question, which it must answer truthfully. A soulstone's power will last forever unless it is shattered, in which case the imprisoned victim's life essence will be freed and returned to material form. Any creature who has been freed from a soulstone will not rest until he or she has sought out and slain its former captor.
SAVE: As stated above.
SPELL TYPE: Non-variable. A spell caster may never own more than one Soulstone of his or her own making, though others may be "acquired" by theft, purchase, etc.

SUMMON ARCH DEMON/DEVIL: Allows the caster to summon one arch demon or one arch devil (see *Summoning Rituals*).
SAVE: Special.
SPELL TYPE: Non-variable.

DIVINE MAGIC

LEVEL 1

BLESSING: Bestows +1 saves (and +1 defensive and offensive capabilities) upon any single individual or creature touched by the caster. Duration is 10 minutes.
SAVE: None.
SPELL TYPE: Non-variable.

CHARISMA: Allows the caster to increase the Charisma of any single individual by 1-4 points. Duration is 10 minutes.
SAVE: None.
SPELL TYPE: Non-variable.

CIRCLE OF LIGHT: Allows the caster to create a 10 ft. radius circle of radiant light. Range is 100 ft. and duration is 10 minutes per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

DETECT MAGIC: Allows the caster to detect the presence of magic by sight. Range is 10 ft., and duration is 1 minute.
SAVE: None.
SPELL TYPE: Non-variable.

DIVINE LIGHT: Allows the caster to hurl a bolt of pure astral light which will do 1-4 points of energy damage (per level of ability) to any living creature. Note that undead, demons and devils will take *double* damage from this spell. Range is 100 ft.
SAVE: vs Dexterity, for 1/2 damage.
SPELL TYPE: Variable, as stated.

FAITH HEALING: Allows the caster to heal four points of damage (per level of ability) for any single living creature. The recipient must be touched in order for the spell to be effective.
SAVE: None.
SPELL TYPE: Variable, as stated.

OMEN: Allows the caster to predict whether the actions of his or her party (or any individual) will be beneficial or detrimental to the party/individual in question. A single "yes or no" question may be asked, afterwhich the caster's patron Deity will respond by producing an omen of favorable or unfavorable portent. Favorable omens might be the appearance of a dove, sparrow, butterfly or fish. Unfavorable omens could be the appearance of a crow, buzzard, bat, snake, etc. (The Game Judge may elect to choose an omen which might be less simple to interpret.)
SAVE: None.
SPELL TYPE: Non-variable.

PROTECTION FROM EVIL: Allows the caster to emanate a 10 ft. radius circle of protection which will effectively keep out any evil summoned or evoked creatures. The duration of the protection is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Non-variable.

PURIFY FOOD AND DRINK: Allows the caster to purify the equivalent of one day's rations of any type of food and drink, thereby neutralizing the effects of spoilage, impurities and even mild poisons. Note, however, that this spell is also 20% likely to neutralize the magical effects of elixirs and potions if it is cast upon them.
SAVE: None.
SPELL TYPE: Variable. Each level of ability allows the caster to purify an additional day's rations.

DIVINE MAGIC LEVEL 2

CURE DISEASE: Allows the caster to cure any single disease in any one individual. The recipient must be touched in order for the spell to be effective.
SAVE: None.
SPELL TYPE: Non-variable
CURE PARALYSIS: Allows the caster to cure any single victim of paralysis. The recipient must be touched in order for the spell to be effective.
SAVE: None.
SPELL TYPE: Non-variable.

DETECT GOOD/EVIL: Allows the caster to detect the presence of either good *or* evil creatures. Range is 100 ft., and creatures of either good or evil alignment do not have to be seen to be detected. Duration is 10 minutes.
SAVE: None.
SPELL TYPE: Non-variable.

DEXTERITY: Allows the caster to temporarily increase the Dexterity of any individual by 1-4 points. Duration is 10 minutes.
SAVE: None.
SPELL TYPE: Non-variable.

PERCEPTION: Allows the caster to temporarily increase the Perception of any individual by 1-4 points. Duration is 10 minutes.
SAVE: None
SPELL TYPE: Non-variable.

REMOVE CURSE: Allows the caster to counter and remove any single (non-permanent) type of curse or malediction. Chance of success is as follows:

1. Individual attempting to remove curse is *equal or higher in level of ability* than the individual who cast the curse: 100% chance of success.

2. Individual attempting to remove curse is *lower in level of ability* than the individual who cast the curse: 100% *minus* 10% per each level of ability difference between the two casters.

Note that in either case the recipient must be touched in order for the spell to be effective.
SAVE: Special.
SPELL TYPE: Variable, as stated.

SANCTUARY: Allows the caster to declare any single room or enclosed area up to 100x100x100 ft. in size to be a sanctuary, or place of safety. Any area protected by a *Sanctuary* spell will be immune to trespass by hostile or agressive creatures for 1 hour so long as the following conditions are met:

1. The area which is to be protected must be free from all hostile creatures at the time of the casting or the spell will not function.

2. All individuals or creatures protected by the Sanctuary must refrain from hostile or violent actions or the spell will fail.

Note that a *Sanctuary* spell will render impassable all doors, windows, archways and gates which provide immediate access to the protected area. Also note that the invisible force which seals the protected are will *not* keep individuals from *leaving* the Sanctuary.
SAVE: None.
SPELL TYPE: Non-variable.

STRENGTH: Allows the caster to temporarily increase the Strength of any single individual by 1-4 points. Duration is 10 minutes.
SAVE: None.
SPELL TYPE: Non-variable.

WILL: Allows the caster to increase the Will of any single individual by 1-4 points. Duration is 10 minutes.
SAVE: None.
SPELL TYPE: Non-variable.

DIVINE MAGIC LEVEL 3

CREATE FOOD AND DRINK: Allows the caster to create the equivalent of one day's rations worth of nutritious food and drink.
SAVE: None.
SPELL TYPE: Variable. Each level of ability allows the caster to create a day's sustenance for one additional creature.

CURE INSANITY: Allows the caster to restore full mental health to any single individual. Any type of mental illness or infirmity can be remedied, although deep-rooted character flaws such as phobias can only be removed by a roll of 20 on a d20. (One attempt per level is possible.) This spell will also repair any ill effects acquired as a result of psychic-type spells.
SAVE: None.
SPELL TYPE: Non-variable.

FREE WILL: This spell allows the caster to dispell any form of magical control (i.e., charm, hypnosis, domination, etc.) from any single victim of such a spell.
SAVE: None.
SPELL TYPE: Non-variable.

LESSER INVOCATION: Allows the caster to summon one of the kerubin or lesser servant of his or her Deity. An offering of prayer incense or candles is required (see *Summoning Rituals*).
SAVE: Special.
SPELL TYPE: Non-variable.

PRAYER: Bestows +2 saves (and +2 defensive and offensive capabilities) to any single individual touched by the caster. Duration is 10 minutes.
SAVE: None.
SPELL TYPE: Non-variable.

SAFEKEEP: This spell allows the caster to place a minor ward upon any single object or device in his or her possession. An item so protected can never be stolen or taken from its owner unless the owner desires it to be so. The protected item cannot be *touched* by any but its owner. Any who try to touch it will take 1-4 points of electrical damage (no save) each time the item is touched. An individual may only have one item protected by a *Safekeep* spell (on his or her person) at a time. Duration is 24 hours.
SAVE: None.
SPELL TYPE: Non-variable.

SENSORY RESTORATION: Allows the caster to restore any one of the five senses (sight, hearing, taste, touch, smell) to any single individual or creature. Note that this spell can only be cast by touch.
SAVE: None.
SPELL TYPE: Non-variable.

SPEAK IN TONGUES: Allows the caster (or any individual designated by the caster as the spell's beneficiary) to speak and comprehend any single language. The spell is administered by touch, and duration is 1 hour.
SAVE: None.
SPELL TYPE: Variable. Each level of ability will add 1 hour to the spell's duration *or* allow one other individual to receive the benefits of the spell.

DIVINE MAGIC LEVEL 4

CIRCLE OF DIVINE PROTECTION: Allows the caster to cause a circle of protection (up to 7 ft. in diameter) to appear by merely speaking the name of his or her Patron Deity. At the caster's option, the circle may be made to ward any *one* of the following:

- Undead
- Demons
- Devils

A *Circle of Divine Protection* will last for as long as the caster maintains total concentration upon it. Note that the caster must specify the type of creature which the circle will afford protection from *prior* to casting the spell.
SAVE: None.
SPELL TYPE: Non-variable.

DETECT LIE: Allows the caster to determine the veracity of any single statement made by another individual. Note that the caster must be able to comprehend the language being spoken in order for the spell to be effective. Duration is 1 minute, and the subject must be within hearing range.
SAVE: None
SPELL TYPE: Non-variable.

DIVINE GUIDANCE: Allows the caster to receive guidance from his or her Deity, and gain an answer to any single question. A prayer for guidance will never be refused, and any answer received will always be truthful, though such answers will always be somewhat vague or cryptic in nature.
SAVE: None.
SPELL TYPE: Non-variable.

ETERNAL FLAME: Allows the caster to create a brilliant globe of pure white flame (approximatively 7 inches in diameter) which can be used for any one of the following purposes:

1. Placed in a temple brazier, the flame will burn forever (without the need for fuel), bestowing +2 saves to all followers of the caster's patron Deity as long as they are within a 100 ft. radius of the incandescence. Once an *Eternal Flame* has been so enshrined, there is no power which can extinguish it except the caster who created it or his or her patron Deity.

2. Held in the hands of the caster, the flame will provide ample light to illuminate a 20 ft. radius area, and bestow +1 saves to the caster and any of his of her companions (as long as they remain within the illuminated area). The flame will cause no harm to the caster and will remain as long as the caster does not engage in any spell casting, melee, or any action which requires the use of the hands.

3. Placed at the end of any staff held by the caster, the flame can be used as an effective deterrent against any and all types of undead, evil familiars, and even lesser demons and devils. While the flame cannot be used as an offensive weapon, the aforementioned creatures will be unable to bear the sight of its piercing luminescence, with the result that such creatures will always seek to keep 10 ft. away from the fiery staff. Note that in this case the flame does not afford this protection to any but the caster, and will last only as long as the caster maintains complete concentration.

SAVE: None.
SPELL TYPE: Non-variable.

EXORCISM I: Allows the caster to exorcise any single spirit from the body of any victim of possesion. The spirit in question is allowed a save vs Will to resist the attempt. If the save is successful it will negate the exorcism and the spirit will remain in the body of the victim. The caster will then be forced to either attempt the spell a second time or resort to other methods.
SAVE: Only as stated above.
SPELL TYPE: Non-variable.

SAFE PASSAGE: Allows the caster to create a rose-hued path, 1 ft. wide and up to 100 ft. long, which will offer protection from any magical or natural dangers to those who traverse it. As the trail is somewhat faint and difficult to see, all those who travel upon it (with the exception of the caster) must save vs Intelligence or "stray from the path."

Those individuals failing their save and straying from the protected path will not be able to re-enter it by any means. Furthermore, spell casting or fighting is impossible while traveling along a *Safe Passage*, and should any individual on the path attempt such an action, the spell will cease to function. While the spell offers complete protection to those who walk along the path, movement at greater than walking speed is *not* possible, nor is it possible to stop for any reason once travel has begun. The path can only be created upon a solid surface.
SAVE: As stated above.
SPELL TYPE: Variable. Each level of ability allows the caster to add up to 10 ft. to the length of the Safe Passage.

SPIRITUAL SHIELD: Allows the caster to encompass himself or herself in a "shield" of spiritual energy which will have the following benefits:

1. Confer total immunity to any and all forms of possession.

2. Confer immunity to magical influence and control.

3. Confer immunity to all forms of mystical or magical detection, including the spell Soul Search. Duration is 1 hour. Note that only practitioners of Divine Magic may be recipients of this spell's protective benefits.

SAVE: None.
SPELL TYPE: Non-variable.

WATERWALK: Allows the caster to walk upon the surface of any body of water up to a distance of 100 ft.
SAVE: None.
SPELL TYPE: Variable. Each level of ability allows the caster to travel up to an additional 10 ft.

DIVINE MAGIC LEVEL 5

EXORCISM II: Allows the caster to banish any single spirit or demonic presence from any dwelling or domicile. Essentially used to rid "haunted" areas of their unwanted inhabitants, this spell will also force any individual who is possessed by a spirit or demon to leave the affected place immediately (no save in this case). Spirit or demonic presences are allowed a save vs Will to avoid being exorcized from the affected area.
SAVE: vs Will.
SPELL TYPE: Non-Variable.

GREATER INVOCATION: Allows the caster to summon one of the Irin, or a greater servant of the caster's Deity. An offering of prayer, incense or candles is required (see *Summoning Rituals*).
SAVE: Special.
SPELL TYPE: Non-Variable.

MINOR MIRACLE: This spell allows the caster to draw upon the powers of his or her Deity and perform one of the following actions:

1. Completely heal the ills and ailments of any single living creature or being. Lost hit points will be regained, and any physical or mental disease (or condition) will be cured, as will blindness, deafness, etc.

2. Create a cube or sphere of astral light (up to 10x10x10 ft. in size) which will be impervious to any natural storm or inclement weather condition. Temperature inside this area will be a dry, comfortable 70 degrees Fahrenheit no matter what the prevailing weather is around it. Duration is 24 hours.

3. Forestall the occurence of any relatively minor mishap such as a melee-related "fumble," the breaking of a rope at a crucial moment, the unfortunate or accidental breakage of a weapon, piece of armor or delicate object or item, etc. As long as the mishap is due to accidental causes, this spell will allow the caster to "undo the damage," so that for all intents and purposes the mishap will never have actually occured.

SAVE: None.
SPELL TYPE: Non-Variable.

OATH: Allows the caster to ensure that any individual who gives his or her word (to the caster) on any matter will keep his or her promise. Any individual who breaks his word after an *Oath* spell has been cast upon him, will fall senseless to the ground and die within seven days. Note that this spell can only be cast upon a willing subject. Duration is permanent unless otherwise stated by the caster or the sworn individual prior to the spell casting.
SAVE: None.
SPELL TYPE: Non-Variable.

SUPPLICATION: Bestows +3 saves (and +3 defensive and offensive capabilities) to any single creature or individual touched by the caster. Duration is 10 minutes.
SAVE: None.
SPELL TYPE: Non-Variable.

TRUE SIGHT: Allows the caster to see through any illusion, disguise or magical transformation. Secret doors, traps and invisible creatures or objects will also become visible to the caster. Duration is 10 minutes, and range is sight range.
SAVE: None.
SPELL TYPE: Non-Variable.

WARDING: Allows the caster to protect himself/herself or any single individual from any *1* of the following:

1 *Any single, specific weapon type,* such as daggers, long swords, light crossbows, etc. can be made to be ineffective vs the spell's duration.

2 *Any single elemental force* such as fire, ice, wind, lightning, etc.

3 *Any single, specific spell* of any type. If the spell in question can be cast in more than one mode, the protection can only be made effective vs one specific spell mode.

Duration in any case is 1 hour and the beneficiary of this spell must be touched in order for the protection to be effective.
SAVE: None.
SPELL TYPE: Non-Variable.

WINGS OF HEAVEN: Allows the caster to cause a pair of brilliant white wings to be formed and magically affixed to his or her upper back, thus enabling the caster to fly at 2x the caster's normal movement rate for up to 1 hour. The caster may engage in combat or further spell casting while in this winged form, but will only be able to carry up to his or her normal encumbrance worth of additional weight while airborne.
SAVE: None.
SPELL TYPE: Variable. Each level of ability will add 10 minutes to the spell's duration.

DIVINE MAGIC LEVEL 6

ENLIGHTENMENT: Allows the caster to receive specific information from his or her Deity concerning any *1* of the following subjects:

1 **Objects or Devices:** All powers and uses of the item will be known, plus information concerning the object or device's past history; i.e., its past owners (if any), its maker(s), where it was made, etc. Note that while such historical information **will** always be accurate, it will not always be entirely specific, and relatively insignificant objects or devices may yield little useful information.

2 **Unknown Plant or Animal Types:** General information such as the possible usages of an unknown plant or animal, or the relative strength, abilities and attributes of an unknown creature-type will be known to the caster.

3 **Buildings, Structures, Statues, Etc.:** General information concerning the structure's maker(s), use(s), and origins will be known to the caster, as will any legends or powers of the structure.

SAVE: None.
SPELL TYPE: Non-Variable.

EXORCISM III: Allows the caster to banish any single demonic presence from any "possessed" creature or being. The demon possessing the creature or being is allowed a save vs Will to avoid being exorcized.
SAVE: vs Will.
SPELL TYPE: Non-Variable.

HOLY WORD: Allows the caster, upon the utterance of a single word, to cause one of the following effects:

1 Dispell any single control-type spell (such as *Slow/Haste, Charm, Hypnosis, Emotional Influence,* etc.) for any individual(s) within hearing distance of the caster. There is no practical limit to the number of spell recipients, as long as the caster's voice may be heard by them.

2 Cause any undead creatures within hearing range to recoil from the caster and those near him or her. Undead affected by a *Holy Word* will slowly back away from the caster (from 10-40 ft.) and will maintain this distance for 10 minutes before they will dare approach again.

SAVE: None.
SPELL TYPE: Non-Variable.

PART WATER: Allows the caster to create a path 10 ft. wide and up to 100 ft. long through any body of water. Along the length and the width of the path the footing will be safe and relatively dry. The depth of the body of water in any case can not exceed 10 ft. x the level of the caster or the spell will not be effective. The magical path will remain only as long as the caster maintains complete concentration.
SAVE: None.
SPELL TYPE: Variable. Each additional level of ability allows the caster to extend the length of the path by up to 100 ft.

RETURN TO SANCTUM: Allows the caster to instantly return to his or her personal quarters, temple, sanctuary, etc. by merely speaking a single word. The caster may bring up to 100 lbs. of any type of materials along with him or her per level of ability. Range is no factor, as this spell will return the caster from any place, dimension or plane of existence.
SAVE: None.
SPELL TYPE: Variable, as stated.

SOUL SEARCH: Allows the caster to divine the location of any single, living individual by magically "tracking" the emanations of that creature's energy, or soul. Distance is of no consequence to the caster of this spell, and even creatures on other planes of existence can be located. Only a *Spiritual Shield* can negate the effectiveness

of this spell. Duration is 24 hours, during which time the caster will possess an infallible "homing beacon" tuned to the target individual's soul energy.
SAVE: None.
SPELL TYPE: Non-Variable.

TRAVEL TO ASTRAL PLANE: Allows the caster (and up to one additional individual or creature per level of ability) to travel into the astral plane. Note that this spell may be cast in reverse to return to one's home plane.
SAVE: None.
SPELL TYPE: Variable, as stated.

TRUTH: This powerful spell allows the caster to receive a truthful answer to any single question asked of any individual, creature or being. The creature being interrogated will have no choice but to respond with absolute honesty to the question being posed, unless it can make a special save vs Will, at a penalty of -1 per each level of ability of the caster. Note that the caster and creature being questioned must be able to comprehend each other in order for this spell to be effective.
SAVE: Special; vs Will as stated.
SPELL TYPE: Variable, only as stated.

DIVINE MAGIC LEVEL 7

AWE: When this spell is cast, the caster's body will appear to take on an unearthly brilliance, and radiate an intense aura of spiritual force. Enemies or potential antagonists who view the caster while he or she is in this state must save vs Will or shrink back in awe of the caster's spiritual power.

Even those who make their saving throw will hesitate (for 1 full minute) at the sight of the caster's true spiritual self, and only truly evil, viscious or desperate creatures will dare attack the caster after seeing him (or her) in this form.

Those who fail their save will not interfere with the caster (and his or her companions, if any) in any way, as long as they themselves are not attacked or harassed. The effective range of this spell is 100 ft.
SAVE: vs Will, as stated.
SPELL TYPE: Non-Variable.

BANISH: This spell allows the caster to forcibly return any single summoned creature to its home plane by speaking a single word. The creature to be banished is allowed a save vs Will unless it is of lesser level or possesses fewer hit points than the caster, in which case it is *not* allowed a save.
SAVE: Only as stated above.
SPELL TYPE: Non-Variable.

DIVINE SYMBOL OF POWER: Allows the caster to inscribe any one of the divine symbols of power (see *Symbols*).
SAVE: As per the type of symbol being employed.
SPELL TYPE: Non-Variable

EXORCISM IV: Allows the caster to exorcise any number of spirits, devils or demons from any individual or domicile. Beings subjected to this spell are allowed a save vs Will unless they are of lesser level or power than the caster, in which case no save is allowed.
SAVE: Only as stated above.
SPELL TYPE: Non-Variable.

MIRACLE: This powerful incantation allows the caster to draw upon the powers of his or her Deity and perform one of the following actions:

1. Return to life any single creature or being, regardless of how long it has been deceased. The condition of the body is of no consequence, for the spell will even work upon skeletal remains. Creatures returned to life in this manner will be as healthy as they were before their demise, but will be somewhat dazed and disoriented for 10-60 minutes after being resurrected. Note that the recipient of this spell must make a special save vs Constitution (at a bonus of +1 per level of the caster) in order to be returned to life.

2. Restore to perfect health any creature or being who has lost a limb, eye, or its mental faculties. Victims of life or energy draining attacks can also be restored to health in this manner.

3. Create a cube, sphere or wall of spiritual force (up to 10x10x10 ft. in size) which will be impervious to any attack form, magical or otherwise. This barrier can only be used for protective purposes, requires the complete concentration of the caster, and can only be maintained for a maximum of 10 minutes.

4. Forestall the occurence of, or call to a halt any natural disaster such as a flood, avalanche, storm, plague, volcanic activity, etc. or instantly dispell any magic which simulates such forces. Natural disasters can be "held at bay" for a maximum of 1 hour per level of ability of the caster.

5. Completely "de-magic" any single object or area (up to 10x10x10 ft. in area). Duration is 24 hours.

SAVE: Only as stated.
SPELL TYPE: Variable, only as stated.

OMNISCIENCE: This spell allows the caster to know any information which he or she seeks to learn with regard to creatures, objects or devices within a 100 ft. radius area of its casting. In effect, an Omniscience spell acts as a combination *Detect Magic, Detect Good/Evil, Locate Object, Soul Search* and *Enlightenment.* Note that the caster must ask specific questions (up to 3 in number) in order to receive any information.
SAVE: None.
SPELL TYPE: Non-Variable.

RETRIBUTION: Allows the caster to call upon his or her patron Deity to exact revenge for any assault, insult, or attack against any faithful follower of the Deity's religion. As long as the caster has been faithful (Game Judge's ruling), the patron Deity will give the caster the power to use any one of the following spells:

1 **Banish to Lower Plane:** One individual only. Save vs Will to resist.

2 **Seven-Year Curse:** Any village, town, city or (maximum) 10x10 mile area can be made to suffer seven years of drought, pestilence, or plague. The actual effects of this dread murrain are up to the Game Judge to decide.

SUPERIOR INVOCATION: Allows the caster to summon a guardian or avatar of his or her Deity. An offering of prayer, incense or candles is required (see *Summoning Rituals*).
SAVE: Special.
SPELL TYPE: Non-Variable.

WORD OF COMMAND: Allows the caster to speak a single word (such as "cease," "surrender," "flee," etc.); all target creatures within hearing range must save vs Will or instantly obey. The spell's effect

3 **Destruction:** Up to a 10x10x10 ft. area of any type of non-living materials can be reduced to dust (no save). Range is 100 ft.

SAVE: Only as per the type of spell being employed.
SPELL TYPE: Non-Variable.

in any case will have a duration of 1 hour.
SAVE: vs Will.
SPELL TYPE: Non-Variable.

ELEMENTAL MAGIC

LEVEL 1

ANIMAL MIMICRY: Allows the caster to perfectly imitate the call of any type of wild animal. Though this ability cannot be used to communicate with animals, it may be used to frighten other creatures, as a diversion, etc. Duration is 1 minute per level.
SAVE: None.
SPELL TYPE: Variable, as stated.

DETECT MAGIC: Allows the caster to detect the presence of magic by sight. Range is 10 ft., and duration is 1 minute.
SAVE: None.
SPELL TYPE: Non-variable.

ELDRITCH FIRE: Allows the caster to hurl a bolt of magical flame which will do 1-4 points of damage to any creature it strikes, and have a 50% chance of igniting any combustible materials worn or carried by the target of the spell. Range is 100 ft.
SAVE: vs Dexterity (for 1/2 damage).
SPELL TYPE: Variable. Each level of ability adds +1-4 points of damage to the magical bolt.

FOG: Allows the caster to create a dense mass of fog 100x100x100 ft. which will move at his or her command (speed: 10 ft./minute). Visibility inside this wall of fog will be extremely limited (10 ft. maximum). Any creature caught inside it will have to save vs Perception if attempting to move at greater than 1/2 speed or risk stumbling, running into unseen obstacles, etc. Range of control for this magical fog is a maximum 1,000 ft. Duration is 10 minutes.

SAVE: None, unless intended victims can outrun or avoid the magical Fog.
SPELL TYPE: Variable. Each level of ability allows the caster to enlarge the fog by another 10x10 ft., or add 10 more minutes to the spell's duration.

LOCATE ANIMAL: Allows the caster to locate any single species of animal, as long as the desired species is native of the area where the spell is cast. Area of effect is a 1 mile radius circle, and duration is 1 hour.
SAVE: None.
SPELL TYPE: Non-variable.

HEALING: Allows the caster to heal three points of damage (per level of ability) for any single living creature. The recipient of the spell must be touched in order for the healing to take place.
SAVE: None.
SPELL TYPE: Variable, as stated.

NIGHT VISION: Allows the caster (or any single recipient) to see clearly, even in pitch blackness. Duration is 1 hour and range is 100 ft.
SAVE: None.
SPELL TYPE: Variable. Each level of ability extends the spell duration by 10 minutes.

PREDICT WEATHER: Allows the caster to predict the type of weather that will occur in the near future (24 hours per level of ability).
SAVE: None.
SPELL TYPE: Variable, as stated.

SPEAK WITH ANIMALS: Allows the caster to communicate with any single species of animal. Duration is 10 minutes per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

ELEMENTAL MAGIC LEVEL 2

BLENDING: Allows the caster to become totally invisible in any forest or wooded area by magically blending into the surroundings. The caster *must* remain stationary in order for the spell to work at full effectiveness, for there is a 50% chance that the spell will cease to function if the caster attempts any movement. Duration is indefinite, as long as the caster stays still.
SAVE: None.
SPELL TYPE: Non-variable.

EYES OF THE HAWK: This spell allows the caster to see clearly up to a distance of 1 mile. Even the most minute details will be noticeable to the caster while this spell is in effect. Duration is 10 minutes per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

FROST: This spell can be used to affect an area of up to 1000 sq. ft., covering it with a slippery coating of ice crystals. Any who enter this area must save vs Dexterity (each rd.) or slip and fall. This spell can also be used to "freeze" any single individual, making such victims incapable of movement or speech. The spell's duration is 10 minutes.
SAVE: vs Dexterity (in either case). Those who make their save vs an attempt to "freeze" suffer no damage.
SPELL TYPE: Non-variable.

LOCATE PLANT: Allows the caster to locate any single type of herb, plant or tree, as long as the desired plant is native to the area where the spell is cast. Area of effect is a 1 mile radius circle, and duration is 1 hour.
SAVE: None.
SPELL TYPE: Non-variable.

LOCATE WATER: Allows the caster to locate the nearest source of water in any given 1 mile radius area. At the Game Judge's option, this spell may lead the caster to a stream, a lake, pond, swamp, etc. Note that water located in this manner may be stagnant or contaminated in some way. Furthermore, if this spell is cast in arid or rocky terrain, the nearest water source might be out of spell-range, or may only be found 10-100 ft. underground (Game Judge's option). Duration is 1 hour.
SAVE: None.
SPELL TYPE: Non-variable.

READ TRACKS: Allows the caster to be able to determine the age and type (and the number of creatures in the party) of any tracks. At least 1 full minute must be spent examining the tracks.
SAVE: None.
SPELL TYPE: Non-variable.

TRAIL ERASURE: Allows the caster to erase all traces of tracks or prints (in a 10 ft. wide path) for a distance of up to 10 ft. per level.
SAVE: None.
SPELL TYPE: Variable as stated.

WARPWOOD: Up to 1 cu. ft. of wood can be made warp and become gnarled and twisted. (This would be equivalent to a small chest, 20 arrows, etc.) Note that most wooden doors require at least 1/3 of their surface area to be warped before they will open.
SAVE: None.
SPELL TYPE: Variable. Each level of ability will allow another cu. ft. of wood to be affected.

WATER BREATHING: Allows the caster or any other individual to breathe normally under water for up to 1 hour.
SAVE: None.
SPELL TYPE: Variable. Each level of ability will allow the caster to add 1 hour to the spell duration or affect 1 additional creature.

ELEMENTAL MAGIC LEVEL 3

INFLUENCE ANIMALS: Allows the caster to influence any animals within a 100 ft. radius of himself/herself. Animals affected by this spell can be made to react in a friendly manner (towards the caster and his/her associates) or in a hostile manner (towards any persons or creatures designated by the caster).

Animals influenced towards friendliness can be asked to aid the caster, but cannot be asked to attack; animals influenced towards hostility will immediately attack or hunt down any persons or creatures designated by the caster (as long as the designated individuals/creatures are no further than 1 mile away). Duration in either case is 1 hour, after which the magical influence will wear off.
SAVE: vs Will, to resist (use average Will score of 10 for most animals).
SPELL TYPE: Non-variable.

NEUTRALIZE POISON: Allows the caster to stop the course of poison in any single victim. The beneficiary of the spell must be touched.
SAVE: None.
SPELL TYPE: Non-variable.

PLANT CONTROL: Allows the caster to affect any 10x10x10 ft. area of vegetation in 1 of the following ways:

1. Cause normal vegetation of any kind to become overgrown and dense enough to act as a barrier (in the case of trees and shrubs) or an impediment (in the case of weeds and grasses) which will cause creatures trying to pass through the affected area to have to cut or burn their way through. The affected area can be made to resemble a wall, circle, square or any type of enclosure. Shrub/tree barriers will take 1-20 minutes to cut through (1/2 that to burn through).

2. Cause tangled or overgown vegetation to "part" creating a clear path or area.

3. Cause normal vegetation to assume any desired shape or form. Trees can be made into serviceable huts, vines into "rope bridges" or ladders, shrubs into man-like forms, etc. Note that no movement or animation is bestowed to plants by this spell.

4. Cause normal vegetation to entangle and hold fast any creatures caught in the affected area. Victims whose Strength is less than 15 will be unable to escape such entangled areas, and it will take 10 minutes (-1 minute per each point of strength above 15) for all others to escape.

SAVE: None.
SPELL TYPE: Non-variable.

RESIST FIRE/COLD: Allows the caster to become immune to the effects of non-magical heat *or* cold (*not* both). Magical flames or cold will do only 1/2 damage to the caster, and if the caster saves vs the attack form in question, damage is reduced to 1/4. Duration is 10 minutes per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

SPEAK WITH PLANTS: Allows the caster to communicate with any form of plant life. Duration is 10 minutes per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

SUMMON ANIMALS: Allows the caster to magically summon 1-4 animals of any type. The summoned animals will arrive within 1-3 minutes and appear anywhere the caster desires (within a 100 ft. radius of the caster). Summoned animals will obey the caster's commands no matter what they may be.
SAVE: None.
SPELL TYPE: Non-variable.

TEMPERATURE CONTROL: Allows the caster to raise or lower the temperature (in a 10 ft. radius area surrounding him or her) by up to 10 degrees per level of ability. The spell's area of effect may, if desired, be reduced to as little as a 1 ft. radius circle. Duration is 1 hour.
SAVE: None.
SPELL TYPE: Variable, as stated.

WIND SONG: Allows the caster to learn if any particular type of animal or creature is nearby (within a 1 mile radius of the caster) by simply listening to the sounds being carried on the winds. Only one type of animal or creature may be listened for, and the caster must be outdoors in order to hear the wind in this manner.
SAVE: None.
SPELL TYPE: Non-variable.

ELEMENTAL MAGIC LEVEL 4

ANIMAL CONTROL: Allows the caster to control any single animal within a 100 ft. radius of him or her. Controlled animals can be made to flee, attack the caster's enemies, or serve the caster by following simple commands. Duration of control is 1 hour, after which the controlled animals are 50% liable to become hostile towards the caster unless the individual casting the spell is a druid or druidess. Familiars cannot be affected by this spell.
SAVE: vs Will.
SPELL TYPE: Variable. Each level of ability allows the caster to influence one additional animal.

CONTROL WINDS: Allows the caster to cause any 1 of the following phenomena to occur:

1 **Calm:** Allows the caster to calm any magical or non-magical wind storm, whirlwind, etc.

2 **Direction:** Allows the caster to change the direction of any magical or non-magical wind (up to 180 degrees).

3 **Whirlwind:** Allows the caster to create a swirling column of wind that can be controlled up to a distance of 100 ft. A whirlwind can be used to completely disperse insects, magical mists, clouds, gasses, or dusts. A Whirlwind can also be used to capsize any single small boat or canoe, but is not powerful enough to cause damage to creatures or structures of any sort. Duration is 10 minutes.

SAVE: Only as stated above.
SPELL TYPE: Non-variable.

PLAGUE OF LOCUSTS: Allows the caster to summon a 100x100x100 ft. cloud of locusts. The summoned locusts can be directed up to a distance of 1,000 ft., can move en masse at the rate of 10 ft. per minute, and will devour all plants and vegetation in their path. Living creatures caught within the cloud of locusts will suffer 1 point of damage per minute, and must save vs Will or panic (flee in a random direction for 1-4 rds). Note that smoke or flames will deter the locusts and keep them at bay. Duration is 10 minutes.
SAVE: vs Will, as stated.
SPELL TYPE: Non-variable.

PROTECTION FROM INSECTS: Allows the caster to be encompassed in a 10 ft. radius circle of protection, which will effectively keep out insects of any type. Duration is 10 minutes.
SAVE: None.
SPELL TYPE: Non-variable.

RAINSTORM: Allows the caster to cause any area up to 100x100 ft. to be drenched with a heavy rain. Those within the area of effect will be unable to move at greater than 1/2 speed, and will be unable to see further than 10 ft. in any direction. A Rainstorm will instantly extinguish any magical or non-magical flames, and will turn any dirt road or earthen barrier to mud. Range is 1,000 ft., and duration is 10 minutes.
SAVE: None.
SPELL TYPE: Non-variable.

RING OF FIRE: Allows the caster to encircle himself or herself in a 10 ft. radius ring of magical flame. Any individuals trying to pass through the 10 ft. high flames will suffer 3-24 (3d8) points of fire damage, and risk having any combustible items that they may be wearing/carrying catch fire (50% chance). Duration is 1 hour.
SAVE: None.
SPELL TYPE: Non-variable.

RING OF ICE: Allows the caster to encircle himself or herself in a 10 ft. radius ring of magical ice. Any individuals trying to pass through the 10 ft. high, 2 ft. thick ring of ice will have to spend a minimum of 20 minutes hacking at it with edged weapons (time required may be divided by the number of individuals attempting this task). Any who try to climb over a wall of ice must make 3 successive saves vs Dexterity to do so.
SAVE: Only as stated.
SPELL TYPE: Non-variable.

THUNDERBOLT: Allows the caster to create a combination thunder/lightning bolt that can be hurled up to 100 ft. Any creatures within a 20 ft. radius of the thunderbolt's blast must save vs Dexterity or take 4-40 points of electrical damage (save = 1/2 damage), and must save vs Constitution or be stunned by the defending thunderclap for 1 full minute.
SAVE: As stated above.
SPELL TYPE: Non-variable.

ELEMENTAL MAGIC LEVEL 5

CONTROL WATER: Allows the caster to disperse any magical or non-magical body of water or ice (up to 100x100x100 ft. in area); ice will crack and thaw, water will seep into earth, stone, etc. This spell may also be used to allow the caster to pass through up to 100 ft. of ice without suffering harm.
SAVE: None.
SPELL TYPE: Non-variable.

ELEMENTAL SHIELD: This spell protects the caster from any and all natural elemental forces (heat, cold, lightning, winds and precipitation) and will reduce damage from all magical elemental attacks by 1/2 (1/4 if the appropriate save is made). Duration is 1 hour.
SAVE: None.
SPELL TYPE: Non-variable.

ICE STORM: Allows the caster to create a violent, driving Ice Storm that can made to affect an area of up to 100x100 ft. Any creatures within the area of effect of this spell will suffer 5-30 (5d6) points of damage, although those with shields can use them to "deflect" 1/2 of the damage (a save vs Dexterity means the shield was used successfully).

Flying creatures caught in such a storm will take similar damage and must save vs Dexterity or become so laden with ice that they will plummet to the ground. A save vs Dexterity in this case means that the airborne creature has managed to land safely without crashing and incurring falling damage. Note that the range of this spell is 100 ft. and that its area of effect is stationary, not movable. Duration is 1 minute.
SAVE: Only as stated above.
SPELL TYPE: Non-variable.

PLAGUE OF SPIDERS: Allows the caster to summon a teeming horde of arachnids that can be made to cover an area of up to 100x100 ft. Creatures caught within the mass of spiders will suffer 2-5 (d4+1) points of damage per minute. The spiders will be able to cross or surmount any terrain or obstacle with the exception of magical barriers, bodies of water or flames, and the spell caster can control the summoned creatures up to a distance of 1,000 ft. The horde can be made to travel at up to 10 ft. per minute. Duration of the plague is 1 hour.
SAVE: Special. If the spell has not been cast directly at the individual in question, he or she may simply flee from the spiders. If, however, the spell is cast directly upon an individual (or group of individuals) the target creature(s) must save vs Dexterity. A successful save means that the individual will be able to escape the horde after 1-4 minutes. Those who fail their save will take the corresponding damage until the horde passes by, is magically dispelled, or until some form of rescue can be devised.
SPELL TYPE: Non-variable.

PROTECTION FROM ANIMALS: Allows the caster to be encompassed in a 10 ft. radius circle of protection, which will effectively keep out animals (not monsters) of any type. Duration is 10 minutes.
SAVE: None.
SPELL TYPE: Non-variable.

PROTECTION FROM PLANTS: Allows the caster to be encompassed in a 10 ft. radius circle of protection, which will effectively keep out plants of any type. Duration is 10 minutes.
SAVE: None.
SPELL TYPE: Non-variable.

ROCK TO MUD: Allows the caster to change up to 100x100x100 ft. area of rock into soft, oozing mud. Creatures or wagons caught in the area of effect will only be able to travel at 1/4 of their normal movement rate. The spell is reversible, and its duration is permanent (or until dispelled).
SAVE: None.
SPELL TYPE: Non-variable.

SUMMON PLANTS: Allows the caster to magically summon 1-4 plants of any type. The summoned plants will arrive within 1-3 minutes and appear anywhere the caster desires (within a 100 ft. radius of the caster). If the plants are capable of movement (or have any sort of sentience) they will obey the caster.
SAVE: None.
SPELL TYPE: Non-variable.

ELEMENTAL MAGIC LEVEL 6

CONTROL FIRE: Allows the caster to extinguish any magical or non-magical fire (up to 100x100x100 ft. in area), or to pass through up to 100 ft. of flame, magma, etc. without suffering harm. Note that in the latter instance, the caster may not remain in such an area for any longer than is necessary to walk or fly through it.
SAVE: None.
SPELL TYPE: Non-variable.

EARTH LORE: Allows the caster to commune with any 100x100x100 ft. area of stone, earth, sand, etc. Up to 3 questions may be asked regarding any events which may have transpired in the area in the past. 1-10 minutes are required to receive an answer to any question, and the answers will *always* be truthful.
SAVE: None.
SPELL TYPE: Non-variable.

ENVIRONMENTAL ADAPTATION: Allows the caster to adapt himself or herself to any natural environment; i.e., underwater, desert or arid climes, frozen tundra, etc. While this spell is in effect, the caster will be totally immune to any non-magical climatic conditions indigenous to the area of the spell casting, and will enjoy the same ease of movement and adaptability as any animal native to the terrain/climate in question. For instance, the recipient of this spell could swim and breathe in water like a fish, climb rocky terrain like a goat, or subsist comfortably in arctic conditions (as per a seal, polar bear, etc). Duration is 1 hour per level, and this spell may be cast on other individuals.
SAVE: None.
SPELL TYPE: Variable, as stated.

FIRESTORM: Allows the caster to create a 10x10x10 ft. area of roaring flame. Any creatures caught within the area of effect will take 5-50 (5d10) points of damage unless they save vs Dexterity (for 1/2 damage). Anything made of paper, wood, cloth, or hide will be automatically incinerated (magic items are allowed a save) and soft metals such as gold, silver and lead are 50% liable to be melted if exposed to the intense heat of a *Firestorm* spell. Range is 100 ft. and duration is 1 minute.
SAVE: As stated above.
SPELL TYPE: Non-variable.

INSECT SWARM: Allows the caster to summon a 100x100x100 ft. swarm of wasps, hornets, and bees. The summoned swarm can be directed up to a distance of 1,000 ft. and can move en masse at the rate of 100 ft. per minute. Living creatures caught within the swarm will suffer 2-8 points of damage per minute from the insects' venomous, stinging attacks and must save vs Will or panic (flee at maximum speed in a random direction for the spell's duration). Note that *heavy* smoke or a *large* fire will keep the insects at bay. Also note that a *Neutralize Poison* spell, elixir, etc. will reduce any damage taken from the insects' stings by 1/2. Duration is 10 minutes.
SAVE: vs Will, as stated.
SPELL TYPE: Non-variable.

PASS THROUGH PLANTS AND TREES: Allows the caster to pass through any type of plants, trees or undergrowth without leaving a discernable trail, or being impeded or slowed in any way. Duration is 10 minutes per level of ability. If desired, the caster can enter any suitably large tree or plant, remain inside the tree or plant for the spell's duration, and exit through any of the plant's appendages (roots, limbs, vines, etc.). Note that the caster will be killed if he or she attempts to remain within a plant or tree beyond the spell's duration, or if the plant or tree is destroyed while he or she is in it.
SAVE: None.
SPELL TYPE: Variable, as stated.

QUAGMIRE: Allows the caster to turn a 20 ft. radius area of any type of stone, earth, sand or mud into a 10 ft. deep pit of soft, sticky mire. Any creatures caught within the quagmire will become stuck and sink slowly downwards until they hit bottom, and will have only 2-5 (d4+1) minutes in which to escape before it is too late. The only way to escape the quicksand-like mire will be to make 2 consecutive saves vs Strength (1 attempt per round).

Victims failing even 1 of their saves will asphixiate within 1-4 minutes after they have sunk below the surface of the quagmire. Note that creatures over 10 ft. tall will not be asphixiated, but will nevertheless be completely stuck if they fail to make the necessary saves. Range is 100 ft., and duration is 1 hour.
SAVE: As stated above.
SPELL TYPE: Non-variable.

SUMMON ELEMENTAL: Allows the caster to summon one sylph, undine, salamander or earth gnome (see *Summoning Rituals*).
SAVE: Special.
SPELL TYPE: Non-variable.

ELEMENTAL MAGIC LEVEL 7

CALL WOODLAND CREATURE: Allows the caster to summon 1-4 woodland creatures of any single type (such as sprites, centaurs, nymphs, dryads, etc.). The summoned woodland creatures will arrive within 1-3 minutes and obey the caster's commands for up to 1 hour, afterwhich they will depart.
SAVE: None.
SPELL TYPE: Non-variable.

CONTROL EARTH: Allows the caster to affect up to a 10x10x10 ft. area of earth or stone as follows:

1. Instantly erode and dissolve any magical or non-magical barrier, structure or surface, as long as it is composed mainly of earth, stone or mortar. Note that this spell can be used to cause rockslides (damage is up to the Game Judge to decide).

2. Create a fissure or opening in any magical or non-magical barrier, structure, or surface. The size of the opening cannot exceed the spell's area of effect. Range in either case is 100 ft.

SAVE: None.
SPELL TYPE: Non-variable.

CONTROL WEATHER: Allows the caster to create any of the following weather conditions over an area of up to 10x10 miles:

1 ***Clear:*** Temperate (60 + 1-20 degrees), clear skies.

2 ***Monsoon:*** Drenching rains, all movement slowed by 50%.

3 ***Blizzard:*** A swirling snowstorm, visibility limited to 10-40 ft.

4 ***Drought:*** 100 + 1-20 degrees Farenheit.

Duration is 1 week, or until dispelled, and range is 1,000 ft.
SAVE: None.
SPELL TYPE: Variable. Each level of ability increases the spell's duration by 1 day.

LIGHTNING STORM: Allows the caster to create an electrical storm that can be made to affect an area of up to 100x100x100 ft. Any creatures caught within the area of effect will take 6-60 points of electrical damage (save vs Dexterity for 1/2 damage). Range is 1,000 ft., and duration is 1 minute. Note that if this spell is cast upon any body of water, the maximum area of effect is doubled (due to the conductive properties of water).
SAVE: vs Dexterity, as stated.
SPELL TYPE: Non-variable.

PASS THROUGH EARTH AND STONE: Allows the caster to pass through up to 100 ft. of any type of soil or rock without being slowed or impeded in any way. If desired, the caster may enter any suitable large stone or area of earth and remain within it for the spell's duration. Note that the caster will be killed if he or she attempts to remain with a stone or area of earth beyond the spell's duration. Duration is 10 minutes per level of ability.
SAVE: None.
SPELL TYPE: Non-variable.

PETRIFICATION: Allows the caster to turn any single individual or creature to stone by merely pointing at the intended victim and uttering a brief incantation. Intended victims are allowed a save vs Will to resist (and negate) the spell's effects. Range is 100 ft., and duration is 1 hour per level of ability. Note that this spell may be cast in reverse, but may only be used in this mode to cure victims of a *Petrification* spell, gaze weapon, potion, etc.
SAVE: vs Will, as stated.
SPELL TYPE: Variable, as stated.

RESTORE LIFE: Allows the caster to bring to life any single creature or being. The beneficiary of this spell must first survive a save vs Constitution in order for the spell to be effective. If the spell is effective, the creature will return to life with all hit points and mental faculties intact. Note, however, that this spell will not remove a curse or cure any disease. If either of these afflictions were the cause of the beneficiary's demise, he or she is liable to die (again) unless given the appropriate aid. Note also that, should the victim fail his or her save, a priest or mystic might still be able to raise the victim from the dead.
SAVE: As stated above.
SPELL TYPE: Non-variable.

SUMMON TRUE ELEMENTAL: Allows the caster to summon one True Elemental.
SAVE: See *Summoning Rituals.*
SPELL TYPE: Non-variable.

TEMPEST: Allows the caster to create a raging storm of terrifying intensity which can be made to cover an area of up to 1,000x1,000 ft. The power of the storm will be sufficient to scuttle any small to medium size river, lake or ocean-going vessels, demolish all small to medium-sized wooden structures (such as barns, huts, small bridges, etc.) and extinguish any uncovered fires in the area of effect (even magical fires).

Creatures within the area of effect of the tempest will be unable to move at greater than 1/2 speed, and visibility within this area will be no more than 10-40 ft. Furthermore, flying will be impossible, domesticated animals (such as horses and dogs) will have a 50% chance of panicking and fleeing/stampeding, and all creatures will take 1-6 points of damage from flying dust, dirt and debris per minute, unless they successfully seek shelter (in a stone building or underground). Duration of the spell is 10 minutes, and its range is 1,000 ft.
SAVE: None.
SPELL TYPE: Non-variable.

ENCHANTMENT

LEVEL 1

CHARM: Allows the caster to place an enchantment upon any single individual or creature (except undead demons, devils, and beings from the outer planes). Any intended victim who fails to save vs Will will regard the caster as a trusted friend, and will aid and protect the caster for a period of not less than 24 hours. Each day thereafter the affected individual is allowed another chance to save vs Will and break the spell. Range is 100 ft.
SAVE: vs Will, as stated.
SPELL TYPE: Non-Variable.

CIRCLE OF LIGHT/DARKNESS: Allows the caster to create a 10 ft. radius circle of radiant light or impenetrable darkness. Range is 100 ft., and duration is 10 minutes per level of ability.
SAVE: None; however, creatures may leave the affected area if capable of movement.
SPELL TYPE: Variable, as stated.

CONJURE MISSILES: Allows the caster to conjure a stream of stinging missile-like projectiles from tiny particles of dust and dirt found in almost any type of atmosphere. These magically animated missiles can be directed up to a range of 100 ft. and will cause 1-4 points of damage (per level of ability) to any single creature that they strike.
SAVE: vs Dexterity, for 1/2 damage.
SPELL TYPE: Variable as stated.

CONJURE SMOKE: Allows the caster to create a thick, billowing cloud of smoke up to 10x10x10 ft. in area. Visibility within the area of effect will be limited to 1 ft. A small bit of charcoal, a torch or any type of fire must be present in order for the caster to affect the conjuration. Range is 100 ft., and duration is 10 minutes.
SAVE: None.
SPELL TYPE: Variable; each level of ability allows the caster to increase the volume of smoke being conjured by 2x2x2 ft.

DETECT ILLUSION: Allows the caster to detect and see through any illusion, magical disguise, etc. Duration is 10 minutes, and range is 100 ft.
SAVE: None.
SPELL TYPE: Non-Variable.

DETECT MAGIC: Allows the caster to detect the presence of magic by sight. Range is 10 ft., and duration is 1 minute.
SAVE: None.
SPELL TYPE: Non-Variable.

FALSE DWEOMER: Allows the caster to imbue any object or area (up to 1 cu. ft. per level of ability) with a false aura of magic. Objects imbued with a False Dweomer gain no actual magic power, but will radiate a dweomer as if they were truly magical. Note that True Sight or Spell Analysis will reveal the true (non-magical) nature of the false dweomer, but that an Identify spell will not. Range is 10 ft., and duration is 24 hours.
SAVE: None.
SPELL TYPE: Non-variable.

IDENTIFY: Allows the caster to identify any single object or substance (plant, animal or mineral) and learn its possible uses and/or powers. Note that the object or substance must be *held* in order to determine its nature, and that this spell cannot be used to identify living creatures or magical/alchemical mixtures.
SAVE: None.
SPELL TYPE: Non-Variable.

LEVITATE: Allows the caster to cause himself (or any object or creature touched) to hover or rise upwards up to 100 ft. No more than 300 lbs. of weight may be levitated by the caster. Duration is 10 minutes or until the caster wills the spell to cease.
SAVE: None; unwilling victims must be touched to effect the levitation.
SPELL TYPE: Variable; each level of ability allows the caster to add 10 ft. of altitude and/or 1 minute to the spell's duration.

PRESERVE: Allows the caster to magically preserve any plant or animal substance. Ingredients protected by this enchantment will be safe from spoilage due to exposure to heat, cold or moisture. Duration is permanent or until dispelled, and the caster may preserve up to 10 lbs. of materials via the use of this spell.
SAVE: None.
SPELL TYPE: Non-Variable.

SPEAK LANGUAGES: Allows the caster (or any one individual touched by the caster) to speak and comprehend any single language. Duration is 1 hour.
SAVE: None.
SPELL TYPE: Non-Variable.

TRICKS: This spell allows the caster to create a variety of minor illusions, such as colored sparkles, puffs of smoke, small floating objectcs, etc. while such illusions are completely harmless and in fact look somewhat fake, they are quite fascinating to individuals or creatures of low-medium intelligence (save vs Intelligence or stop and gaze at the illusions for the spell's duration).

Even individuals of high intelligence may be distracted by a Tricks spell (save vs Intelligence or attention is diverted for 1 minute). Note, however, that non-intelligent creatures and beings who possess super human intelligence cannot be affected by this spell. Duration is 1 minute per level of ability.
SAVE: vs Intelligence, only as stated.
SPELL TYPE: Variable, as stated.

ENCHANTMENT LEVEL 2

APPARITION: Allows the caster to create an illusion of frightening aspect that will cause any individuals or creatures who see it to save vs Intelligence or be "frozen" with fear for 1-4 minutes. Duration of the apparition is 10 minutes, and casting range is 100 ft.
SAVE: vs Intelligence.
SPELL TYPE: Non-Variable.

AUDITORY ENCHANTMENT: Allows the caster to create any one of the following acoustical effects:

1 **Mimicry:** Allows the caster to magically mimic the voice of any human or humanoid individual. Note that the caster must be familiar with the voice being mimicked, and that this spell does not allow the caster to speak in a language which he or she does not know. Duration is 1 minute per level of ability.

2 **Ventriloquism:** Allows the caster to "throw" his or her voice up to 10 ft. (per level of ability) in any desired direction. Duration is 1 minute per level of ability.

3 **Phantom Voice:** Allows the caster to enchant any non-living object, giving it the ability to "speak" a predetermined phrase (up to 12 words maximum) when approached or touched by any individual or creature. This spell is most commonly used as a warning device vs would-be thieves, trespassers, etc.

SAVE: None.
SPELL TYPE: Variable, as stated.

CONJURE PLANT: Allows the caster to conjure one full-grown plant of any type. A powder made from the desired plant must be used as a material component of the spell. Duration is 10 minutes, after-which time the conjured plant will dissolve into nothingness.
SAVE: None.
SPELL TYPE: Non-Variable.

DWINDLE/ENLARGE: Allows the caster to "shrink" himself (or any creature or being) to as small as 1 inch in height. The reverse (enlarge) will cause any single creature or being to "grow" to a maximum of 2x his or her normal size. Duration is 10 minutes per level of ability, and this spell can only be cast by touch.
SAVE: None. Unwilling victims must be touched in order to effect the enchantment.
SPELL TYPE: Variable, as stated.

INVISIBILITY: Allows the caster to make himself or any single creature invisible. Note that the spell requires a certain amount of concentration to remain in effect; should the beneficiary of the spell engage in combat or further spell-casting, he or she will cause the spell to cease to function, and will become visible at once. Falling asleep will also terminate the spell's effect, but otherwise the spell's duration is unlimited. The spell is cast by touch.
SAVE: None.
SPELL TYPE: Non-variable.

LOCK/KNOCK: Allows the caster to magically secure (or unlock) any single type of locking mechanism, including bolts, latches, padlocks, etc.
SAVE: None.
SPELL TYPE: Non-Variable.

MULTIPLE IMAGE: Allows the caster to create up to three illusory replicas of himself or herself. Each of the replicas will automatically duplicate any move the caster makes, thereby making the images totally indistinguishable from the caster. Striking any of the images with a weapon or other solid object will cause it to be dispelled at once, but otherwise the images will continue to mirror the caster's actions for the spell's duration (which is 1 minute per level of ability).
SAVE: None.
SPELL TYPE: Variable, as stated.

OPTICAL ILLUSION: This spell bends and distorts light (in a 5 ft. radius area surrounding the caster) in such a way as to make it impossible for him or her to be seen clearly. Any attacker who attempts to hit the caster while he or she is enveloped in an *Optical Illusion* must save vs Perception before making an attack roll or miss the intended target. Note that this illusion requires at least the equivalent of strong torchlight in order to be effective. Duration is 10 minutes.
SAVE: As stated above.
SPELL TYPE: Non-Variable.

PHASE SHIFT: Allows the caster to step into an extra-dimensional space and re-emerge (1 second later) at any point up to 10 ft. from the spot where the *Phase Shift* was cast. The location where the caster intends to reappear must be indicated to the Game Judge prior to the casting of the spell.
SAVE: None.
SPELL TYPE: Non-Variable.

READ LANGUAGES: Allows the caster to read (or write) any single language. Duration is 10 minutes per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

SHATTER/REPAIR: Allows the caster to cause any non-magical brittle object (up to 10 lbs. in weight) to shatter into pieces. Glass, procelain, crystal, and even dry wood can be affected in this way. The reverse of this spell, repair, can be used to mend or fix broken

objects of any kind, as long as they are not magical in nature (the 10 lb. weight limit also applies in this instance). Range is 100 ft., and any object that is the target of a *Shatter* spell should be allowed a save. Duration in either case is permanent.
SAVE: Special; *see CHAPTER 1: Saving Throws*
SPELL TYPE: Non-Variable.

ENCHANTMENT 3

CIRCLE OF SILENCE: Allows the caster to create a 20 ft. radius circle which will effectively "absorb" all sound waves. Conversation or verbal spell casting will be impossible within the affected area. Range is 100 ft. and duration is 10 minutes.
SAVE: None, as long as one remains within the circle. Note, however, that the circle is stationary and leaving the affected area is a sure way to escape its effects.
SPELL TYPE: Non-variable.

CONJURE ANIMAL: Allows the caster to conjure one animal (not monster) of any type. A powder made from the desired animal must be used as a material component of the spell. Duration is 10 minutes, after which time the conjured animal will dissolve into nothingness.
SAVE: None.
SPELL TYPE: Non-variable.

CONJURE FIRE: Allows the caster to create either of the following effects:

1 **Fireball:** A fireball may be hurled up to 100 ft., and will do 1-6 points of fire damage (per level of ability) to any creatures within a 20 ft. radius area of the point of impact.

2 **Wall of Fire:** A wall of fire may be made up to 10 ft. high and 20 ft. long, and may be cast at a range of up to 100 ft. Any living creatures who enter or are caught within a Wall of Fire will take 1-4 points of fire damage per level of the caster. Duration of a wall of fire is a maximum of 10 minutes.

In either case, the caster must have access to a fire source of some sort in order to affect the conjuration, and intended victims are allowed a save vs Dexterity (for 1/2 damage). Note that any non-magical, combustible materials subjected to a fireball or wall of fire are 50% likely to catch fire.
SAVE: vs Dexterity.
SPELL TYPE: Variable, as stated.

CONJURE WATER: Allows the caster to create either of the following effects:

1 **Hail of Ice:** A *Hail of Ice* may be cast at a distance of up to 100 ft. and may be made to effect a 20 ft. radius area. Any creatures within the area of effect will take 1-6 points of damage per level of ability of the caster (save vs Dexterity for 1/2 damage).

2 **Wall of Water:** A *Wall of Water* may be made up to 10 ft. high and 20 ft. long, and may be cast at a range of up to 100 ft. As soon as it has been conjured, a wall of water will "burst," causing all creatures (weighing 400 lbs. or less) within 10 ft. of the wall to be swept 10-40 ft. in random directions. (Those who fail to save vs Dexterity will also be knocked to the ground.) A *Wall of Water* can also be used to extinguish magical or non-magical flames. In either case, the caster must have access to a small quantity of water in order to effect the conjuration.

SAVE: vs Dexterity, as stated.
SPELL TYPE: Variable, as stated.

DETECT INVISIBILITY: Allows the caster to detect invisible creatures, objects, etc. Duration is 10 minutes and range is 100 ft.
SAVE: None.
SPELL TYPE: Variable, as stated.

DISPELL ILLUSION: Allows the caster to dispell the effects of any type of illusion from the mind of any single individual or creature, thus restoring the individuals/creature's normal abilities of perception. Note that this spell *cannot* be used to dispell or counter any type of illusion; only its *effects.* Also note that the recipient must be touched in order for the spell to be effective.
SAVE: None.
SPELL TYPE: Non-variable.

HASTE/SLOW: Allows the caster to double (or reduce by 1/2) the speed and number of physical attacks of any single creature or being. Duration is 10 minutes and range is 100 ft.
SAVE: vs Will, for no effect.
SPELL TYPE: Non-variable.

ILLUSORY IMAGE: Allows the caster to create an illusory replica of himself or herself that may be directed up to a range of 100 ft. As long as the caster maintains total concentration on the image, it may be made to walk, fly, gesture, etc. exactly as per its creator. Note, however, that an illusory image cannot be made to speak, create any type of noise, or physically affect its surroundings in any way. Duration is indefinite, as long as the caster maintains concentration. See *Illusory Object* for information on illusions.
SAVE: vs Perception.
SPELL TYPE: Non-variable.

ILLUSORY OBJECT: Allows the caster to create an illusion of any single object up to 1 cu. ft. in size per level of ability. An illusory object will not be capable of movement, nor can it be made to resemble any type of living creature or organism. As long as the caster is familiar with the type of object which is to be created, it will seem quite real to any individuals or creatures who behold it, with one exception: as the object is illusory it will have no true substance, and individuals who make physical contact with it are allowed a save vs Perception to determine its true nature. Note that individuals who fail their save (or do not attempt to touch or grasp the object) will be totally convinced that the object is real.

Thus, an illusory weapon could do harm to an individual who failed to save upon contact with it because the individual believes and expects it to do so. The "pain" that the individual "feels" is real enough to cause actual harm, or even death. Similarly, an illusory bridge (being insubstantial) could not possibly support an individual's weight. Nevertheless, an individual who fails to save upon contacting the bridge will believe it to be real, and will believe that he or she is walking across a real bridge even while plummeting to the ground below. Duration is 1 hour per level of ability and range is 100 ft.
SAVE: vs Perception, as stated.
SPELL TYPE: Variable, as stated.

MINOR HEALING: Allows the caster to heal 1 point of damage (per level of ability) for any single individual or creature. The recipient must be touched in order for the spell to be effective.
SAVE: None.
SPELL TYPE: Variable as stated.

TANGLE/UNTANGLE: Allows the caster to animate up to 100 ft. of rope, vine, chain, or any substance or item which could be used to tie or entangle. The affected material can be made to wrap around any single individual or creature, causing the intended victim to save vs Dexterity or become completely entangled and unable to move. Even if the save is successful, it will take 1 minute for a victim to completely extricate himself or herself from the tangled mess.

Duration is 10 minutes, although it should be noted that the materials employed and the strength of the victim are important factors to consider; i.e., a large or powerful individual may be able to break free, depending on the type of material animated by the caster (Game Judge's ruling). This spell can also be used to untie knots in ropes, or to free oneself (or any single individual) from magical or non-magical form of entanglement (*not* constriction by living creatures). Range is 100 ft.
SAVE: As stated.
SPELL TYPE: Non-variable.

ENCHANTMENT LEVEL 4

ANIMATE OBJECT: Allows the caster to magically animate any object or device weighing up to 5 lbs. (per level of ability). The affected object can be controlled up to a range of 100 ft., and can be made to hover in the air, fly about, or even attack an opponent (use the caster's attack factor for any such determination).

Objects used for attack will do 1-4 points of damage per each 5 lbs. of weight. Animated weapons will do normal damage, and any object capable of constriction (ropes, vines, chains, etc.) can be made to do 1-6 points of choking damage per minute. Escaping from any constricting device requires a successful save vs Strength. Note that the caster must maintain concentration in order to control the animated object. Duration is 1 minute per level of ability.
SAVE: Only as stated
SPELL TYPE: Variable, as stated.

CONJURE EARTH: Allows the caster to create either of the following effects:

1 **Dust Storm:** A dust storm may be made up to 10x10x10 ft. in area, and may be made to move (at 10 ft. per minute) up to 100 ft. from the caster. Creatures caught within a dust storm will take 1 point of damage per each minute that they remain within the affected area, and must save vs Dexterity or be blinded for 2-12 minutes.

2 **Wall of Stone:** A wall of stone may be made up to 10 ft. high, 2 ft. thick, and 20 ft. long, and may be cast at a range of 100 ft. Duration is 1 hour.

In either case, the caster must have access to a small quantity of earth or stone (respectively) in order to affect the conjuration.
SAVE: Only as stated.
SPELL TYPE: Non-variable.

CONJURE TOXIC CLOUD: Allows the caster to conjure a 10x10x10 ft. cloud of toxic vapors that can be directed up to a range of 100 ft. A single dose of any type of toxic powder is required as a material component for this spell, and the type of powder used determines the exact nature of the cloud's toxicity.
SAVE: As per the toxin being employed.
SPELL TYPE: Non-variable.

CONJURE WIND: Allows the caster to create any one of the following effects:

1 **Gust of Wind:** A gust of wind may be directed up to a range of 100 ft. and can be made to reverse or alter the course of any magical or non-magical mists, dusts, or gasses.

2 **Vortex:** A vortex may be made up to 10 ft. wide and 100 ft. high and may be directed to move (at 10 ft. per minute) up to 100 ft. distant from the caster. Any creatures (including flyers) in the path of a vortex must save vs Dexterity or be hurled 10-40 feet in the air, taking appropriate falling damage when they land. Note that creatures weighing in excess of 400 lbs. cannot be so affected. A vortex can also be used to disperse magical earth or stone barriers of any sort.

In either case, a breath of air from the caster's lungs acts as material component for the conjuration.
SAVE: vs Dexterity, as stated.
SPELL TYPE: Non-variable.

DISAPPEAR: Allows the caster to enter into an extra-dimensional space (as per a *Phase Shift* spell) and reappear anywhere up to 100 ft. away. The amount of time which the caster can spend in the extra-dimensional space may not exceed 1 full minute, and the location where the caster intends to reappear must be indicated prior to casting the spell. Note that it is not possible to see into any other plane while one is inside an extradimensional space.
SAVE: None.
SPELL TYPE: Non-variable.

FLIGHT: Gives the caster the ability to fly for up to 1 hour. While this spell can be cast upon any living creature, individuals under the influence of this spell can *never* carry any more than their normal encumbrance rating will allow (those trying to do so will cause the spell to cease to function, and they will plummet to the ground). Flying speed for those under the influence of this spell is 2x their normal movement rate.
SAVE: None.
SPELL TYPE: Variable; each level of ability adds 10 minutes to the spell's duration.

ILLUSORY CREATURE: Allows the caster to create an illusion of any single creature or organism up to 20 ft. in height. An Illusory Creature can be made to move or speak as desired, as long as the caster concentrates upon it and maintains visual contact (either through direct line of sight or through a scrying device of some sort). Duration is subject only to the caster's ability to maintain visual contact and concentration, and range is indefinite (under the conditions listed above). See the third level spell *Illusory Object* for information on saves and the capabilities of illusions.
SAVE: vs Perception, as per an *Illusory Object*.
SPELL TYPE: Non-variable.

SHADOW FORM: Allows the caster to animate his or her own shadow, giving it a degree of substance and solidity. The Shadow Form will be an exact duplicate of the caster's form in silhouette, and may be controlled up to a range of 100 ft. While a Shadow Form can be made to engage in combat (or to perform any relatively simple chore), it has no intelligence or volition of its own, and must be mentally controlled by the caster.

A Shadow Form will have the same attack factor as its caster, will do 1-8 points of strangling damage on any successful hit, and will have 1 hit point per level of the caster. Weapons of any sort will do normal damage to a Shadow Form (treat as an unarmored target), and any type of magical light spell will disperse it at once. Duration of the spell is 1 minute per level of the caster.
SAVE: None.
SPELL TYPE: Variable, as stated.

ENCHANTMENT LEVEL 5

DAZZLING LIGHTS: Allows the caster to create a brilliant flash of multi-colored lights that will cause all creatures within a 20 ft. radius of the caster to save vs Dexterity or be blinded for 10 minutes. Even those who make their save and avoid looking at the flash of light will be unable to see clearly for 1 full minute. Note that allies

of the caster may also fall victim to this spell if they are not informed beforehand of the caster's intentions.
SAVE: vs Dexterity, as stated.
SPELL TYPE: Non-variable.

EXTRA-DIMENSIONAL SPACE: Allows the caster to turn any bag, pouch, sack or pocket into an extra-dimensional space. Up to 1,000 lbs. of coins, gems, or materials may be kept in an extra-dimensional space, without noticeable weight, bulge, etc. Any article placed in an extra-dimensional space can be retrieved by simply reaching into the affected bag, pouch, etc. and grabbing it. If the magically enchanted bag, pouch, etc. is destroyed, all items within it are lost *forever.* The same fate will befall any articles left in an extra-dimensional space after the spell's duration, which is 1 hour per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

ILLUSORY TERRAIN: Allows the caster to create an illusionary area up to 1,000x1,000x1,000 ft. in size. The illusory area can be made to appear as any type of terrain desired, from desert to forest, hills, gullies, etc. If desired, the caster may populate the area with illusory creatures or illusory objects of any sort. Duration is 24 hours. See Illusory Object for information on illusions.
SAVE: vs Perception, as per any *Illusory Object.*
SPELL TYPE: Non-variable.

MAGIC PORTAL: This spell allows the caster to create a doorway or tunnel through any solid or semi-solid substance. The diameter of such a passage may not exceed 10 ft. in height or width, and can be made up to 10 ft. in length per level of the caster. The duration of a *Magic Portal* is a maximum of 1 hour, and the area to be affected must be touched by the spell caster in order for the spell to function.
SAVE: None.
SPELL TYPE: Non-variable, as stated.

MINOR ENCHANTMENT: Allows the caster to enchant any non-magical weapon, shield or suit of armor (any type) with either +1 offensive capabilities *or* +1 defensive capabilities. The *Minor Enchantment* will last for 1 hour, afterwhich the object will return to its normal, non-magical state.
SAVE: None.
SPELL TYPE: Non-variable.

TELEPORTATION: Allows the caster to instantly transport himself or herself (and up to 100 lbs. of additional materials per level of ability) to any place that the caster either knows or has examined closely. Note that this spell may be used to transport living creatures along with the caster (weight permitting), but may not be used on unwilling subjects. Also note that a *Teleportation* spell has no interdimensional or extra-dimensional capabilities.
SAVE: None.
SPELL TYPE: Variable, as stated.

TRAPS: Allows the caster to enchant any non-living object or area (such as a chest, hallway, statue, etc.) in such a manner that it will be able to "store" any single spell (up to fifth level in power). The "trapped" area can be programmed to release the stored spell as desired; i.e. when an intruder touches the object in question, enters a specific area, speaks a specific word or phrase, etc.
SAVE: As per the specific spell used for the trap.
SPELL TYPE: Non-variable.

ENCHANTMENT LEVEL 6

CONJURE MONSTER: Allows the caster to conjure 1 monster of any type (except undead, demons, devils, and creatures/beings from the outer planes). A powder made from the desired monster must be used as a material component of the spell. Duration is 10 minutes, afterwhich time the conjured monster will dissolve into nothingness.
SAVE: None.
SPELL TYPE: Non-variable.

DIMENSIONAL TRAVEL: This spell acts in much the same manner as a teleportation spell, only it allows the caster to travel to any known dimension or plane of existance (including the astral plane). The caster may bring one additional creature or being along with him or her per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

HALLUCINATIONS: Allows the caster to create an illusion of such terrifying aspect that any who behold it must save vs Perception or go permanently insane. Victims of this spell will wander aimlessly, babble incessantly about spirits or monsters, and be of no use to anyone until a cure can be effected. Effective range (and casting range) for this spell is 100 ft., and duration is 1 minute.
SAVE: vs Perception.
SPELL TYPE: Non-variable.

IMAGE PROJECTION: Allows the caster to mentally project an image of himself or herself to any location which the caster is familiar with (or has studied through the use of a scrying device of some sort). The image will in all ways be an exact duplicate of the caster, though it will be totally devoid of physical substance.

The caster will be able to see, speak or cast spells through the projected image, but will otherwise be unable to physically affect any creature or object. Duration is 1 minute per level of the caster, and range is unlimited (subject to the restrictions mentioned above). Note that spells which alter or negate the caster's ability to see through the eyes of the projected image (such as mists, spells of darkness, etc.) can be used to counter this enchantment.
SAVE: None.
SPELL TYPE: Variable, as stated.

OBJECT TRANSFORMATION: Allows the caster to temporarily alter the size, shape, and material substance of any single non-living object or device. The object or device in question can weigh no more than 1,000 lbs., and the transformation must be one that, in some way, bears some *sympathetic* resemblence to the origianl; i.e., a boulder could be transformed into a pebble, a ball, or a stone statue, but it could not be transformed into a feather, a wine skin, etc. Game Judges should, however, allow any type of transformation which the player can justify as being one of sympathetc magic. Range is 100 ft., and duration is 24 hours.
SAVE: None.
SPELL TYPE: Non-variable.

SHADOW BEING: This spell is similar to the fourth level spell Shadow Form, only the animated shadow will have 1/2 the hit points of the caster. A Shadow Being is immune to non-magical weapons, and is capable of doing 1-12 points of strangling damage on any successful hit. The caster will be able to see and hear through the eyes and ears of the shadow no matter where it is sent. However, as the Shadow Being has no intelligence or volition of its own, the caster's concentration is required to maintain control. Range of control is unlimited, and duration is 1 hour. Note that like a Shadow Form, a Shadow Being may be dispersed by any type of light spell.
SAVE: None.
SPELL TYPE: Non-variable.

SUSPENDED ANIMATON: Allows the caster to place himself or any single creature into a deep, trance-like state. Recipients of this spell will appear to be lifeless, and in fact will have their metabolic rates so drastically reduced that they will have no need for food or even oxygen for a period of up to 7 days. The caster must decide beforehand how long the spell is to last, for once an individual is in sus-

pended animation, he or she cannot be awakened by *any* means until the spell wears off.

Despite the lack of food, drink, or oxygen, those awakening from a *Suspended Animation* spell will feel alert and refreshed. The spell has many practical applications, for indiviudals suffering from terminal ailments such as diseases, poison, or curses may be put into suspended animation until they can be given appropriate aid. The spell is activated by touch.
SAVE: None, unless the recipient is unwilling (save vs Will in this case).
SPELL TYPE: Variable. Each level of ability allows the caster to add one more day to the spell's duration.

ENCHANTMENT LEVEL 7

CONJURE SIMULACRUM: Allows the caster to create an exact duplicate of any single individual or creature (except undead, demons, devils, and creatures/beings from the outer planes). The conjured simulacrum will have the same abilities as the original, including the same level of ability and number of hit points. The simulacrum will also possess much of the original creature's recollections, though its memory will be either faulty or incomplete with regard to certain facts (the Game Judge should roll a save vs the simulacrum's Intelligence any time it encounters a friend or associate of the original; if the save fails, the simulacrum will not "remember" the indiviudal in question.)

While a conjured simulacrum will be capable of independant thought and action, it will faithfully follow any commands or instructions given to it by its creator. *Detect Magic, True Sight,* and certain other spells can be used to reveal the true nature of any conjured simulacrum. A bit of the original creature's hair, nail-clippings, blood, etc. is necessary to effect the conjuration. Duration is indefinite, though a simulacrum can be slain or destroyed as per a normal creature. Note that a spell caster may never create more than one simulacrum from any given individual.
SAVE: None.
SPELL TYPE: Non-variable.

THE GRAND ILLUSION: Allows the caster to create any illusion or combination of illusory effects in any area up to 1,000x1,000x1,000 ft. in size. If the caster desires, the illusion may have audible, olfactory (smell), and thermal components, and may make use of various planned actions or events; i.e., illusory creatures may be "programmed" to attack, speak or act as the caster sees fit. trees may be seen to blow in the breeze, etc. Duration is 24 hours. See *Illusory Object* for more information on illusions.
SAVE: vs Perception, as per an *Illusory Object.*
SPELL TYPE: Variable, as stated.

THE GREAT CONJURATON: Allows the caster to conjure up to 100x100x100 ft. of any type of construction (such as a tower, hut, bridge, wall, small fortification, etc.), as long as a (minimum) 1 lb. quantity of the necessary material is available to the caster. For example, a spell caster may create an iron tower as long as he or she has at least one 1b. of any sort of iron (ingots, tools, armor, etc.) to use as a material component. Note that such conjurations will last no more than 24 hours, and the material components used in the creation are always expended (and lost) by the casting of this enchantment.
SAVE: None.
SPELL TYPE: Non-variable.

MAJOR ENCHANTMENT: Allows the caster to place a permanent dweomer upon any spell which he or she has cast, giving the affected spell a limitless duration. It will take 1 full hour of uninterrupted casting to give permanency to any spell, and the caster will be *totally* exhausted upon the completion of such a strenuous ritual and incapable of further spell casting for a minimum of 24 hours (48 hours if the caster fails to save vs Constitution).

Note that a *Major Enchantment* spell *cannot* be used to give living creatures permanent magical powers (such as flight, invisibility, etc.), but can be used to give permanency to curses, conjured plants, animals, and creatures, and illusions of any sort. Only a *Wish, Miracle,* or *Major Enchantment* (cast in reverse) can remove any permanently cast spell. Range is 100 ft.
SPELL: vs Constitution, as stated.
SPELL TYPE: Non-variable.

MASS CHARM: Allows the caster to charm up to one individual or creature per level of ability (as per the first level spell: *Charm*), as long as the individuals/creatures are within a 100 ft. radius of the caster.
SPELL: vs Will, to resist the spell's effects.
SPELL TYPE: Variable, as stated.

NEGATIVE ILLUSION: Allows the caster to create a reverse (or negative) illusion of any single object or creature up to 10x10x10 ft. in size. By the use of this spell the caster can cause individuals to believe that something which does exist has vanished. For example, a *Negative Illusion* may be cast upon a fighter's sword. Should the fighter look at his sword it will appear to have vanished. If the fighter grasps his sword he is, of course, entitlled to the standard save vs Perception used with regard to illusions. If this save is failed, however, the fighter will be totally convinced that his sword is gone.

Note that no amount of persuasion will convince victims of a negative illusion that what they *don't* see is really there, and only a *Dispell Illusion* will restore a victim's normal perception. Effective sight range and casting range for a negative illusion is 100 ft., and duration is 1 hour per level of ability. Note that a *Detect Invisibility* spell will *not* reveal the location of objects or creatures that have been affected by a negative illusion.
SAVE: vs Perception, as per an *Illusory Object.*
SPELL TYPE: Variable, as stated.

TRANSFORMATION: Allows the caster (or anyone designated by the caster) to assume the size, shape, appearance and abilities of any single type of creature (except undead, demons, devils, and creatures/beings from the outer planes). Duration is 1 hour, and the spell can only be cast upon another individual by touch.
SAVE: None, unless victim is unwilling (save vs Constitution in this case to avoid the spell's effect).
SPELL TYPE: Non-variable.

HIGH MAGIC

LEVEL 1

DETECT INFLUENCE: Allows the caster to determine whether or not any single individual or creature is under the influence of any type of magical control (such as *Charm, Hypnosis, Spellbind, Command,* etc.). The exact nature of the magical influence (if any) can also be determined by the use of the spell. Range is 100 ft.
SAVE: None.
SPELL TYPE: Non-variable.

HOLD PORTAL: Allows the caster to magically bar any single door, thus preventing it from being opened by force. Duration is 1 minute per level of ability, during which time it will be impossible to open the affected portal without either breaking it down or using a counterspell. Range is 100 ft.
SAVE: None.
SPELL TYPE: Variable, as stated.

MINOR EVOCATION: Allows the caster to evoke a minor (familiar) spirit, minor demon, *or* minor devil (see *Summoning Rituals*).
SAVE: Special.
SPELL TYPE: Non-variable.

OPEN (COMMAND): Allows the caster to cause any unlocked door or chest to spring open, or to unlock any single locking/restraining mechanism (including locks of all sorts, bars, latches, etc.). Range is 100 ft.
SAVE: None.
SPELL TYPE: Non-variable.

SIGIL: Allows the caster to use his or her own personal sigil (seal, emblem, etc.) to ward any item, object, or surface in 1 of the following ways:

1 **Seal:** The sigil will prevent the opening of any door, chest, or locking mechanism it is inscribed upon. Duration is permanent, or until dispelled or "broken" by a counterspell.

2 **Protection:** Anyone touching an item or object inscribed with the sigil will take 2 points of energy damage per level of the caster (no save). While a caster may use a Sigil to protect his or her personal property, *only 1* protected item may be carried upon the caster's person at any given time. In any case the sigil may be inscribed in any manner (scratched, engraved, inked, painted, etc.), as long as it is plainly visible. Note that a caster cannnot be harmed or in any way warded by his or her own sigils.

SAVE: None.
SPELL TYPE: Non-variable.

SPELLBIND: Allows the caster to cause any single individual or creature to save vs Will or be unable to move and/or speak. The caster must state beforehand whether the intended victim is to be immobilized, silenced, or both. Range is 100 ft., and duration is 1 minute per level of ability.
SAVE: vs Will, as stated.
SPELL TYPE: Variable, as stated.

SPELL OF CONSTRAINT: Allows the caster to charge any summoned creature or being to perform a single, specific service. While a *Spell of Constraint* is 100% effective vs creatures who are lower in level or hit points than the caster, creatures of greater level are always allowed a save vs Will to resist the spell's effects. A *Spell of Constraint* may also be used vs a creature that has been summoned by another caster, but *only* to free the creature of its bondage or constraint (*not* to turn it against its summoner). Any creature that has been freed of constraint will return forthwith to its home plane of existence. Range is 100 ft.
SAVE: Special. See text.
SPELL TYPE: Variable, only as specified above.

WORD OF POWER: Allows the caster to inflict 1-4 points of fire, cold, or electrical damage upon any creature or object by simply pointing at the victim and speaking a *Word of Power.* The *Word of Power* must be spoken in a commanding voice, and the caster must be able to clearly see the intended target in order for the spell to be effective. Range is 100 ft.
SAVE: vs Dexterity, for 1/2 damage.
SPELL TYPE: Variable. Each level of ability increases the amount of damage which a *Word of Power* will do by an additional 1-4 points.

HIGH MAGIC LEVEL 2

AURA OF DECEPTION: Allows the caster to magically alter either his or her appearance *or* (apparent) alignment. Facial features, hair and stature may be altered considerably in the former case, though the caster's race (human, elf, dwarf, etc.) cannot be changed. In the latter case, the caster's aura may be magically altered in order to thwart a *Read Aura* or *Detect Good/Evil* spell. Note that it is *not* possible to cast *both* versions of this spell on one's self. Duration is 1 hour per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

COUNTERMAND: Allows the caster to gain control over any single individual or creature who is *already* under the influence of another spell caster's magics. To do this the *caster* must save vs Will. If the save is successful, the influence of the original spell caster is usurped, and the caster of the *Countermand* spell gains control. While this spell cannot be used vs summoned creatures of any sort, it can be employed vs victims of a *Charm, Hypnosis, Control, Spellbind,* or *Command* spell. Note that a *Countermand* spell cannot be used to alter the nature of the original spell caster's influence; its sole purpose is to *transfer* control from one caster to another. Range is 100 ft.
SAVE: Special.
SPELL TYPE: Non-variable.

FORGET (COMMAND): Allows the caster to command any single individual or creature to forget any 1 incident, fact, etc. which the intended victim knows or has recently learned. The intended victim is allowed a save vs Intelligence to resist the command. Duration is permanent, or until the command is countered or dispelled.
SAVE: vs Intelligence, as stated.
SPELL TYPE: Non-variable.

RITUAL MAGIC: By the performance of this ritual preparation, the caster increases his or her chance of success for the performance of any single skill or operation by +1 (or +5%, as applicable) per every two levels of ability. The ritual will take approximately ten minutes to complete.
SAVE: None.
SPELL TYPE: Variable, as stated.

SLEEP (COMMAND): Allows the caster to command up to one individual per level of ability to fall into a deep, magical sleep. The spell's effects will last for 1 hour, during which time it will be impossible to awaken victims by non-magical means. Range is 100 ft., and intended victims of this spell are allowed a save vs Will to resist the spell's effects.
SAVE: vs Will, as stated.
SPELL TYPE: Variable, as stated.

WORD OF HEALING: Allows the caster to heal 1 point of damage (per level of ability) for any single individual or creature. The recipient of the spell must be touched while the word is intoned in order for the healing to take place.
SAVE: None.
SPELL TYPE: Non-variable.

WORD OF WARNING: Allows the caster to place an invisible, magical ward upon any object, device, or area. If the object or area is touched or subject to trespass of any sort, the ward will be activated, informing the caster that an intruder is present. Distance is no factor in the relaying of a *Word of Warning,* nor is an intruder likely to notice the ward unless a *Detect Magic* is cast upon the object/area where it has been placed. Note that a word of warning cannot relay any specific information about the intruders to the caster. Duration is indefinite, though a word of warning is automatically dispelled as soon as it is "set off" by an intruder.
SAVE: None.
SPELL TYPE: Non-variable.

HIGH MAGIC LEVEL 3

ANSWER (COMMAND): Allows the caster to command any single creature or being to truthfully answer any one question. The individual being questioned *must* reply, though if a save vs Will is made the individual need not answer truthfully (note that the caster *will* be able to determine if the individual has resisted the spell and is lying). In order for the spell to be effective, the question must be stated in a language that the individual being questioned can comprehend, and the caster must be within hearing range of the individual. Note that it is *not* possible to learn an individual's true name by the use of this spell.
SAVE: vs Will, as stated.
SPELL TYPE: Non-variable.

AURA OF FREE ACTION: Allows the caster to envelope himself or herself in an invisible aura of magical energy which will:

1. Afford immunity to command, slow, or entangling-type spells of any kind.

2. Allow the caster to move normally through mud, quagmires, and while under water.

Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

AURA OF PROTECTION: Allows the caster to be encompassed in an invisible aura of magical energy that will absorb *1/2* the damage caused by any type of attack. Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

DIVINATION: Allows the caster to use any mirror, body of water or reflective surface as a scrying device. By looking into the depths of the enchanted surface, the caster will be able to see any person, object or area he or she desires, and will be able to ascertain:

1. In what direction the subject of the divination can be found.

2. Approximately how far from the caster the subject is.

3. The general surroundings (a forest, a castle, etc.) in the area of the subject.

Note that only a brief glimpse of the subject will be revealed, and that spells or devices capable of negating scrying attempts will likewise foil a *Divination* spell. Duration is 1 minute.
SAVE: None.
SPELL TYPE: Non-variable.

STOP (COMMAND): Allows the caster to command any single creature or being to discontinue a single, specific action. The intended victim is allowed a save vs Will. If the save is successful, the intended victim must stop whatever it is doing for 1 round, but may take any course of action desired on the following round. If the save is unsuccessful, the victim must obey the command and discontinue whatever action he or she was performing when the spell was cast. The victim may, however, take any *other* course of action desired. Duration is 10 minutes and range is 100 ft.
SAVE: vs Will, as stated.
SPELL TYPE: Variable. Each level of ability allows the caster to add 10 more minutes to the spell's duration.

SPHERE OF INFLUENCE: Allows the caster to emanate a 20 ft. radius sphere of influence that will cause any individuals or creatures in the area of effect to save vs Will or adopt *1* of the following responses:

1 **Friendliness:** Affected individuals will offer aid or advice to the caster, as requested.

2 **Contrariness:** Affected individuals will act in a manner which is totally contrary to their normal pattern of behavior; i.e., vicious creatures will become docile (or vice-versa), lawful individuals will act in a chaotic manner, loyal guards or officials will accept bribes, etc.

SAVE: vs Will.
SPELL TYPE: Non-variable.

WORD OF GUARD: Allows the caster to temporarily protect himself or herself from any and all forms of magical control and influence (such as *Charm, Hypnosis, Spellbind,* etc.). Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

HIGH MAGIC LEVEL 4

AURA OF AWARENESS: Allows the caster to envelope himself or herself in an invisible aura of magical energy which will afford protection from all types of surveillance. While an Aura of Awareness is in effect, it will be impossible to spy upon the caster without his or her knowledge; i.e., the caster will literally be able to "feel" that he or she is being watched, and will be able to determine the location of the spy (unless a scrying device is being used). Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

AURA OF SILENCE: Allows the caster to be encompassed in an invisible magical aura that will enable him or her to move silently through any type of terrain or area. Note that it is not possible to speak or cast spells which have verbal components while encompassed in an *Aura of Silence.* Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

AWAY (COMMAND): Allows the caster to command any single creature or being to leave his or her presence at once. The intended victim is allowed a save vs Will. If the save is sucessful, the victim must move away from the caster for 1 round, but may take any course of action desired on the following round. If the save is unsuccessful, the victim must obey the command and leave at once, travelling until he or she is out of the caster's sight. Note that if the caster attacks a victim of this spell, the power of the command is negated, and the victim may do as he or she wishes. Otherwise an individual affected by this spell will be unable to approach the caster for a minimum of 1 hour. Range is 100 ft.
SAVE: vs Will, as stated.
SPELL TYPE: Non-variable.

LESSER EVOCATON: Allows the caster to evoke a lesser spirit, lesser demon, or lesser devil (see *Summoning Rituals*).
SAVE: Special.
SPELL TYPE: Non-variable.

MAGIC RESISTANCE: Allows the caster to imbue any single object, individual, or creature with an invisible, magic resistant aura. In effect, this aura gives the protected item or creature an additional save vs any type of spell. The degree of magic resistance imparted by this spell is equivalent to 5% per every 2 levels of ability, up to a maximum of 50%. Duration is 1 minute per level of ability, and the recipient must be touched in order to receive the benefits of this spell.
SAVE: None.
SPELL TYPE: Variable, as stated.

POWER WORD: HOLD: Allows the caster to cause any individuals or creatures within 20 ft. of himself or herself to save vs Will or be unable to move or speak. Duration is 1 minute per level of ability.
SAVE: vs Will, as stated.
SPELL TYPE: Variable, as stated.

SPHERE OF CONFUSION: Allows the caster to emmanate a 20 ft. radius sphere of confusion that will cause any individuals or creatures in the area of effect to save vs Perception or become totally disoriented. Affected creatures will be too confused to take *any* type of decisive action, and will wander aimlessly until the spell's effects wear off. Duration is 10 minutes.
SAVE: vs Perception.
SPELL TYPE: Non-variable.

WORD OF PASSAGE: Allows the caster to create an opening up to 10 ft. high, 5 ft. wide, and 10 ft. deep in *any* non-living substance. A *Word of Passage* will work on stone, earth, metal, energy, or even water, fire, gasses, etc. Range is 100 ft., and duration is 10 minutes.
SAVE: None.
SPELL TYPE: Variable, as stated.

HIGH MAGIC LEVEL 5

CURSED INCANTATION OF POWER: Allows the caster to place 1 of the following types of curses upon any single individual or creature:

1 **Illness:** Any type of illness may be caused. If desired, the malady can be made to be fatal, but not before a period of 7 days has passed.

2 **Transformation:** A victim may be transformed in age, gender, appearance, size or species. A victim cannot, however, be transformed into a creature of greater level.

3 **Attribute Loss:** Any one of the victim's attributes (Strength, Intelligence, etc.) can be reduced by half.

Range in any case is 100 ft. The intended victim is always allowed a save vs Will to resist (and negate) the curse, unless the caster knows the intended victim's true name (no save in this case).
SAVE: vs Will, as stated.
SPELL TYPE: Non-variable.

INSCRIPTION: Allows the caster to inscribe any spell of high magic upon any solid and relatively smooth surface. Magical inks, paints or chalks must be used. The entire procedure takes approximately 1 hour to complete. Once the Inscription has been completed, it will be "charged," and anyone attempting to read or decipher the Inscription will activate the spell and suffer the corresponding consequences. Note that casual viewing of the inscription will not activate the spell though careful scrutiny and study of any sort will, whether the observer knows how to read or not. The duration of an inscription is indefinite until activated, or until counter magic is applied.
SAVE: As per the specific spell used.
SPELL TYPE: Non-variable.

OBEY: Allows the caster to command any single creature or being to perform any single service or action desired. The intended victim is allowed a save vs Will. If the save is successful, the intended victim will be confused and unable to perform any action for one round, but may take any course of action desired on the following round. If the save is unsuccessful, the victim must obey the caster's command at once. Affected individuals cannot be made to kill or harm themselves, but can be commanded to perform any relatively simple action or service. In order to be effective, the desired action or service must be stated in a language which the victim can comprehend, and the caster must be within hearing range of the individual.
SAVE: vs Will, as stated.
SPELL TYPE: Non-variable.

POWER WORD: STUN: Allows the caster to cause any individuals or creatures within 20 ft. of himself or herself to save vs Constitution or be stunned for 2-8 minutes.
SAVE: vs Constitution.
SPELL TYPE: Non-variable.

REVEAL: Allows the caster to divine any *1* of the following:

1. Whether an object, creature, etc. is real or illusory.

2. Whether an object, creature, etc. is protected by any type of magical ward or spell. If it is, the caster will be able to discern the type of ward or protection being used; e.g. *Ward vs Fire, Protection from Evil, Aura of Spell Turning,* etc. Note that this spell will not reveal the presence of amulets, talismans, or protective devices of any kind.

3. The true nature (race, alignment and relative level of ability; e.g. low, average, high, very high, etc.) of any single individual or creature, whether it be disguised, under a spell of *Transformation,* etc.

In either case, range is sight range and duration is 1 minute. A Reveal spell may be used in conjunction with a scrying device or Divination spell.
SAVE: None.
SPELL TYPE: Non-variable.

SPHERE OF PANIC: Allows the caster to emanate a 20 ft. radius sphere that will cause all individuals or creatures in the area to save vs Will or flee in unreasoning fear from the caster's presence. Affected individuals will do anything to escape from the caster, even if such action is certain to be harmful or fatal to them; i.e. running through flames, leaping from walls or cliffs, etc. Range is 100 ft. and duration is 1 hour.
SAVE: vs Will.
SPELL TYPE: Non-variable.

SPHERE OF SECRECY: Allows the caster to emanate a 10 ft. radius sphere of secrecy that will be completely immune to scrying and location-type spells of any sort. Any attempt to locate or scry upon individuals who are within the area of effect will be totally unsuccessful. Range is 100 ft. and duration is 1 hour.
SAVE: None.
SPELL TYPE: Non-variable.

WORD OF TRANSPORT: Allows the caster to magically transport himself/herself or any single individual to any place or area that is known to the caster. Note that a Word of Transport cannot be used for interdimensional travel, nor can it be used to transport more than one individual and his or her maximum encumbrance's worth of additional materials. While it is possible to use this spell on an unwilling individual, it is not possible to transport the individual into any area which would, but its nature, cause the victim to suffer instantaneous death. Range is 10 ft., and unwilling victims of this spell are allowed a save vs Will to negate the spell's effect.
SAVE: vs Will, only as stated.
SPELL TYPE: Non-variable.

HIGH MAGIC LEVEL 6

AURA OF SPELL TURNING: Allows the caster to be enveloped in an invisible aura of magical energy that will cause any curse, influence, of attack-type spell cast *directly* at him or her to rebound back toward its caster. Note that an *Aura of Spell Turning* is not effective vs area-type spells (*Mists, Clouds,* etc.), nor is it effective vs spells cast from magic items or devices. Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

GEAS: Allows the caster to command any single human or humanoid being (except undead, demons, devils, beings from the outer planes, etc.) to undertake a quest of some sort. The details of the quest must be clearly described in a language which the individual being geased can comprehend, or the spell will not be effective. As long as this condition is met, the spell will *always* be effective. There is no save vs a *Geas* if the intended victim has allowed the caster to explain the nature of the quest. Any individual who refuses to honor a geas will sicken and die within 7 days, for there is *no* way to counter or dispell a geas except by the succesful undertaking of the quest.
SAVE: None.
SPELL TYPE: Non-variable.

GREATER EVOCATION: Allows the caster to evoke a greater spirit, greater demon, or greater devil (see *Summoning Rituals*).
SAVE: Special.
SPELL TYPE: Non-variable.

POWER WORD: BLIND: Allows the caster to cause any individuals within 20 ft. of himself or herself to save vs Constitution or be temporarily blinded. Duration is 1 minute per level of ability.
SAVE: vs Consitution.
SPELL TYPE: Variable, as stated.

SPHERE OF DELUSION: Allows the caster to emanate a 20 ft. radius sphere of delusion that will cause all creatures or individuals within the area of effect to save vs Will or become subject to the caster's mental influence. Victims of delusion will believe *anything* the caster tells them to be true; i.e., the caster may tell victims that they have been turned into mice, that they have been buried alive, that they have fallen into a bottomless pit, etc.

If the caster describes a situation which would, if real, cause the victim's certain death, the victim must make a second save vs Will or actually die. (If this save is successful, the spell is instantly broken.) In any case, victims of delusion will accept whatever "reality" the caster describes, and act accordingly. Victims cannot be harmed by anything they have been made to accept as reality, unless the victim actually takes some harmful action (ingesting poison, jumping off a cliff, etc.) as a result of the delusion. Note that, should the caster attack or cast further magics upon a victim of this spell, the delusion will be dispelled at once. Duration is 1 hour.
SAVE: vs Will.
SPELL TYPE: Non-variable.

TALISMAN: Allows the caster to create a device with limited and temporary spell storing capabilities. To accomplish this, the caster must first fashion a coin-shaped medallion from a 1 oz. measure of copper, silver or gold. The type of material required for the talisman is determined by the level of the spell which the caster wishes to store within it; i.e., level 1-2 spells require copper, level 3-4 spells require silver, and level 5-7 spells can only be inscribed upon gold.

Once the medallion has been fashioned, it may be inscribed with any single spell of high magic. The entire process will take 1 full day, afterwhich the talisman will be "charged" with the spell inscribed upon its surface. At such time as the caster desires, the talisman may be used to cast the inscribed spell by simply holding it and speaking a *single* word.

Talismans created by the use of this spell will hold their charge undefinitely, but must be recharged after each use (recharging any such talisman takes 1 full hour). It should be noted that a caster may own any number of talismans, but may carry no more than 3 such devices on his or her person at a given time. Talismans do *not* count towards the total number of magic items which an individual may carry.

SAVE: None.
SPELL TYPE: Non-variable.

WORD OF SUMMONING: Allows the caster to instantly summon any object or device into his or her hands. The object in question cannot weigh more than 10 lbs., and must be one which the caster either owns or has somehow procured. This spell cannot be used to summon objects which are in the possession of other individuals. Range is indefinite, though this spell has no inter-dimensional capabilities.
SAVE: None.
SPELL TYPE: Non-variable.

WORD OF DESTRUCTION: Allows the caster to annihilate up to a 10x10x10 ft. area of non-living matter, reducing all materials in the area of effect to dust (magic items of any sort are allowed a saving throw). A *Word of Destruction* can also be used to disperse any type of energy field or magical barrier. Range is 100 ft.
SAVE: None.
SPELL TYPE: Non-variable.

HIGH MAGIC LEVEL 7

AURA OF SPELL FAILURE: This arcane incantation allows the caster to create a powerful aura of anti-magic which can be cast upon any non-living object, device or area. Any substance which has been so enchanted can be made immune to any 1 spell, i.e. an item can be enchanted so that an Object Reading spell will not function if cast upon it. A door or lock can be enchanted so that an Open (Command) spell (or a similar spell) will always fail against it. Because an Aura of Spell Failure is anti-magic, this spell cannot be detected through the use of a Detect Magic spell, though Spell Analysis will always reveal the presence of this enchantment. The maximum area of effect for the Aura of Spell Failure, is 10x10x10 feet, and only 1 such aura can be cast upon a given object, device, or area. (Large areas may be made proof against a specific spell if several Auras of Spell Failure are cast in succession.) Duration is permanent, or until dispelled.
SAVE: None.
SPELL TYPE: Non-variable.

GESTURE OF POWER: Allows the caster to employ any one of the following magical *Gestures of Power:*

1 **Beckon** (left hand upraised, fingers grasping): intended victim must save vs Will (once per round) or be forced to approach the spell caster. Duration is 1 minute per level of ability.

2 **Burn** (left hand upraised, fingers in "horn" sign): intended victim will be engulfed in magical flames, and will take 1-6 points of damage per minute (no save). Duration is 1 minute per level of ability. Non-magical combustible items on the victim's person will also suffer damage from this spell. The flames caused by this spell can only be extinguished by magical means.

3 **Protection From Evil** (right hand upraised, fingers in "horn" sign): causes any *single* demon, devil, or undead creature to refrain from attacking the caster (*only*). Duration is 10 minutes.

4 **Gate** (hands held aloft, spread wide apart): creates a gate from the plane where the spell is cast to any other plane or dimension. The gate will be 10 ft. in diameter and will last for 10 minutes, or until dispelled.

5 **Hold** (clenched left hand): one individual or any object up to 10x10x10 ft. in size can be immobilized and held fast for 1 minute per level of ability (save vs Will to move, at 1/2 speed *only*).

6 **Death** (left hand upraised, index finger pointed at victim): the intended victim must save vs Will or lapse into unconsciousness and die. If the save is successful, the victim *still* loses 1/2 of his or her remaining hit points. Only 1 individual may be affected by this gesture.

Note that there are *no* verbal components for any of the gestures of power, and that range in any case is 100 ft.
SAVE: Only as stated.
SPELL TYPE: Variable, only as stated.

POWER WORD: KILL: Allows the caster to cause any individuals or creatures within 20 ft. of himself or herself to save vs Will or die. Note that intended victims who are higher in level of ability than the caster cannot be affected by this spell, and that those who make their save vs Will suffer no damage.
SAVE: vs Will, only as stated.
SPELL TYPE: Non-variable.

SPELL OF ETERNAL CONFINEMENT: Allows the caster to trap any undead spirit, demon or devil (except arch demons and arch devils) and confine it in a vessel or brass. In order to cast this spell, a brass lamp or other vessel of superior workmanship must first be obtained at a cost of no less than 1,000 gold pieces.

The caster must then spend 1 full week in the preparation of the vessel, inscribing it with the true name of the spirit, demonic, or diabolical entity which the caster means to imprison. Once this has been done the caster must confront the intended victim, bring forth the brass vessel, and announce his or her intentions. Faced with the threat of imprisonment, the intended victim will *always* offer to grant a service in exchange for the brass vessel. If this is what the caster desires, he or she may exact an oath from the creature and hand over the vessel. However, if it is the caster's desire to imprison the evil entity, the *Spell of Eternal Confinement must* be cast.

Should the intended victim make 3 successive saves vs Will, the vessel will lose its power and the creature will depart at once, cursing the caster and vowing revenge at a later date. However, should the spirit or demonic entity fail *even 1* of the saves, it will be imprisoned in the vessel of brass. The caster may then seal the vessel with his or her personal sigil and use it to exact further servitude from the imprisoned entity. To do this, the caster need only open the vessel whenever he or she desires and command the captured being to appear.

Because the imprisoned entity must grant 3 services to the caster before it can go free, it will comply without hesitation when called upon. Note, however, that an imprisoned spirit or demon will always seek to twist the letter and intent of any command, and will be able to go free following the completion of its *third* service. Creatures freed from a *Spell of Eternal Confinement* will be the sworn enemies of the caster for life. It should also be noted that individuals who find a sealed vessel of brass may exact servitude from the creature imprisoned within, if they dare.
SAVE: Special; vs Will, as stated.
SPELL TYPE: Non-variable.

SPHERE OF CONTROL: Allows the caster to emanate a 20 ft. radius sphere of control that will cause all individuals within the area of effect to save vs Will or fall under the sway of the caster (as per a *Charm* or *Hypnosis* spell). Duration is 24 hours, afterwhich affected individuals are allowed another chance to save vs Will in order to break the magical control.
SAVE: vs Will, as stated.
SPELL TYPE: Non-variable.

SUPERIOR EVOCATION: Allows the caster to summon a spirit of the highest order, an arch demon, or an arch devil (see *Summoning Rituals*).
SAVE: Special.
SPELL TYPE: Non-variable.

SYMBOL OF POWER: Allows the caster to inscribe any one of the *Symbols of Power* (see *Symbols*).
SAVE: Special, as per the type of symbol being used.
SPELL TYPE: Non-variable.

TRUE NAME: Allows the caster to cause any single individual or creature (of lesser ability than the caster) to save vs Will or reveal its true name. As an individual's true name can be used for many devious magics, the victim of a *True Name* spell will regard the caster as a sworn enemy, and will seek his or her death as soon as possible.
SAVE: vs Will.
SPELL TYPE: Non-variable.

WORD OF EXILE: Allows the caster to banish any single individual or creature to any place or plane of existence. The caster must know the given name of the intended victim in order for the spell to be effective. The intended victim is allowed a save vs Will, unless:

1. The intended victim is lower in level or possesses less hit points than the caster;

2. The caster knows the intended victim's true name.

Note that it is not possible to exile an individual to any place that would, by its nature, cause the victim to suffer instantaneous death. Range is 100 ft.
SAVE: vs Will, only as stated.
SPELL TYPE: Non-variable.

LOW MAGIC

LEVEL 1

CHANT: Allows the caster to instill courage and strength in his or her allies by chanting, singing and/or dancing. Area of effect is a 100 ft. radius circle around the caster and those affected by the spell gain a bonus of +1 on the attack die. Duration is indefinite, as long as the caster continues the chant. A *Chant* spell may also be employed *against* enemies of the caster. In this case the chant causes enemies in the area of effect to suffer a *penalty* of -1 on their attacks.
SAVE: None.
SPELL TYPE: Variable. The power of the chant increases by +1 (or -1) per every *three* levels of ability which the caster possesses, up to a maximum of +4 (or -4).

COMMUNE WITH NATURE SPIRITS: Allows the caster to speak with the lesser types of spirits found in any type of natural surrounding. The caster may ask any single question of the nature spirits. As long as the question pertains in some way to the vicinity where the spirits reside, they will answer it truthfully. If the question is one which does not in some way concern the local environs, the nature

spirits will make no reply.
SAVE: None.
SPELL TYPE: Non-variable.

DETECT MAGIC: Allows the caster to detect the presence of magic by sight. Range is 10 ft., and duration is 1 minute.
SAVE: None.
SPELL TYPE: Non-variable.

FORETELL: Allows the caster to divine whether or not a particular route or course of action presents any danger to himself, any single individual or any group. A distinction can be made as to whether the danger (if it exists) is minimal, fairly hazardous, or perilous.
SAVE: None.
SPELL TYPE: Non-variable.

IMAGE MAGIC I: Allows the caster to heal 3 points of damage (per level of ability) for any single living creature. An image (small "doll") made of wood, grass, or straw is required as a material component for this spell, and the recipient must be touched in order for the spell to be effective.
SAVE: None.
SPELL TYPE: Non-variable, as stated.

LOCATE POWER ANIMAL: Allows the caster to summon a guardian spirit (the power animal) into his or her service. A d8 is rolled to determine the type of power animal that will answer the summons, as follows:

Die Result	Animal Type
1	Raven
2	Hawk
3	Eagle
4	Fox
5	Coyote
6	Wolf
7	Bear
8	Game Judge's Choice*

*The Game Judge may choose to have any animal respond to the summons as long as the particular animal is native to the shaman's homeland.

All power animals have the same number of hit points (and the same level) as the caster they serve. As the caster gains experience, the power animal's level of ability and hit points increase accordingly. A shaman's power animal is "with him in spirit" at all times, and may be called upon up to three times a day to fight for the caster (duration: 10 minutes), identify the nature of any single spirit presence, or shape change the caster into the form of the power animal (duration: 10 minutes per level of the caster).

In return for the use of its abilities, the guardian spirit is said to receive the pleasure of once again existing in physical form. Thus, a power animal is always pleased when called by the caster it has agreed to protect, and will respond to any such call at once. Also note that as long as the power animal resides within the shaman's body, he or she is immune to possession of *any* sort.
SAVE: None.
SPELL TYPE: Variable, only as stated.

MAGIC DARTS: Allows the caster to command 1-4 lesser nature spirits to fly forth from his or her body and attack an enemy. Each nature spirit which responds to the command will do 1 point of damage to the target of the spell, unless the intended victim is protected by a *Protection from Spirits* spell (no damage in this case). Range is 100 ft.
SAVE: None.
SPELL TYPE: Variable; each level of ability allows the caster to command an additional 1-4 spirits to attack.

SEEING: Allows the caster to detect the alignment and relative level of ability (low, average, great, very great) of any single individual or creature. Range is 100 ft.
SAVE: None, though spells or devices which confer protection from "psychic" abilities will thwart any *Seeing* attempt.
SPELL TYPE: Non-variable.

SPIRIT EMPATHY: Allows the caster to communicate on a basic, empathic level with any single living creature. While complex thoughts and ideas cannot be communicated in this manner, basic emotions, intentions and desires can. Note that it is not necessary to actually speak while using this spell. Range is 100 ft., and duration is 10 minutes per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

LOW MAGIC LEVEL 2

ALTERED STATE: Allows the caster to place himself or herself in a mild, trance-like state by performing a 1 minute ritual meditation. While in this altered state of consciousness, the caster will be able to detect magic (range: 10 ft.), or detect illusory, invisible, astral or ethereal presences of any kind (range: sight range). Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

FAST TRAVELING: Allows the caster to run at maximum speed without tiring, and without the need for rest. While *Fast Traveling,* the caster is able to cover *twice* the distance normal characters can across the same types of terrain. Duration is 1 hour per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

IMAGE MAGIC II: Allows the caster to cure any single disease in any one individual. The caster must use an image to effect the cure (as per *Image Magic I*). Note that this spell may be used in reverse to *cause* any type of disease in any one individual. In this case, an image is also required, and the intended victim is allowed a save vs Will to avoid the spell's effects.
SAVE: vs Will, if *causing* disease.
SPELL TYPE: Non-variable.

PROTECTION FROM SPIRITS: Allows the caster to create an invisible 10 ft. radius circle which will afford protection from spirits of any type (including summoned elementals and non-corporeal undead). Note that spells of a spirit nature (*Magic Darts, Spirit Track, Spirit Self,* etc.) will *not* function within the protected area. Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

SPIRIT SELF: Allows the caster's spirit self (astral form) to leave his or her physical body. While in spirit form, the caster will be capable of travelling at great speeds to any place on the material plane; e.g. underground, underwater, through solid objects, etc. The caster's spirit form will also be able to see and hear anything which transpires about it, but will be unable to affect material objects, creatures, or beings in any way (it *is* possible for spirit forms to engage in magical combat with each other). While separated from its "spirit self," the caster's physical body will be incapable of thought or action. Furthermore, if the caster's body is "killed" or destroyed while separated from its spirit, he or she is doomed to remain in spirit form *forever.* Duraton is 10 minutes per level.
SAVE: None.
SPELL TYPE: Variable, as stated.

SPIRIT TRACK: Allows the caster to determine the exact direction in which any single creature or being (except undead, demons and devils) can be located, *or* whether a given creature or being has passed through any 100x100 ft. area. The caster must spend a minimum of 10 minutes in a quiet, trance-like state in order to perform either divination.

SAVE: None, though spells or devices which confer protection from spirit location will negate the power of this spell.
SPELL TYPE: Non-variable.

LOW MAGIC LEVEL 3

IMAGE MAGIC III: Allows the caster to curse any single individual, causing any *1* of the following effects:

1. One of victim's attributes (STR, INT, etc.) is reduced by 1/2.
2. Victim loses sight.
3. Victim loses ability to speak.
4. Victim is paralyzed.

In either case the caster must use an image to effect the curse, and the victim is allowed a save vs Will to resist. Duration for any type of curse is permanent, or until removed by magical means. Note that the reverse of this spell may be used to remove any curse caused by this type of image magic.
SAVE: vs Will, as stated.
SPELL TYPE: Non-variable.

PREMONITION: Allows the caster to receive a mental impression of impending danger. Once cast, the spell will last for 1 hour, during which time the spell caster will be forewarned if he or she is about to face any sort of danger, and feel a premonitory "tingle." No specific information will be known, and only one premonition can be received within the hour of the spell's duration.
SAVE: None.
SPELL TYPE: Non-variable.

SEEING STONE: Allows the caster to employ any crystal or translucent stone as a scrying device. A *Seeing Stone* may be used to view any individual, creature or location, as long as the caster has seen the subject at least one time prior to the casting of this spell. Duration is 1 minute per level of ability.
SAVE: None, though certain counter spells or devices may be employed to negate the effects of a Seeing Stone.
SPELL TYPE: Variable, as stated.

SHAPE CHANGE: ANIMAL: Allows the caster to assume the shape and abilities of any single type of animal. The caster must wear a cloak or mask made of some substance (hide, feathers, etc.) from the desired animal in order to effect the shape change. Duration is 10 minutes per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

SONG OF COURAGE: Allows the caster to make his or her allies immune to non-magical fear, or to negate the effects of any type of magical fear. In the former case, the beneficiaries of this spell will fight courageously, even if they are greatly outnumbered or facing the most terrifying of antagonists.

In the latter case, the song acts as a counter spell vs any incantation, substance, or presence which causes fear by magical means (including a *Song of Fear*). Area of effect is a 100 ft. radius circle surrounding the caster, and the spell's effects will last as long as the caster can continue the song. Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

SONG OF FEAR: Allows the caster to cause fear amongst his or her enemies through the powerful magic of a chant-like song. All enemies within a 100 ft. radius of the caster must save vs Will or flee in fear for as long as the caster can continue the song. (Maximum duration is 1 minute per level of ability.) Note that this spell may also be used to negate the effects of a *Chant* or *Song of Courage.*
SAVE: vs Will, as stated.
SPELL TYPE: Variable, as stated.

LOW MAGIC LEVEL 4

DREAMS: Allows the caster to bestow a dream of some divinatory significance upon himself or any single individual. The beneficiary of this spell will, upon going to sleep, receive a dream in which something about his or her future will be revealed. Such information may be favorable or not, but it will most certainly come to pass sometime in the beneficiary's future.
SAVE: None.
SPELL TYPE: Non-Variable.

IMAGE MAGIC IV: Allows the caster to influence any single animal, creature or being by the use of sympathetic magic. An image of the intended victim must be created, afterwhich the caster may cause any 1 of the following effects:

1 **Immobility:** By grasping the image's arms and/or legs, the caster can immobolize and/or restrain the victim.

2 **Silence:** By covering the image's "mouth," the caster can cause the victim to be silenced.

3 **Pain:** By placing a pin or sharp object into the image, the caster can cause the victim to feel excruciating pain in the area corresponding to the location of the pin. While the victim cannot suffer actual damage through this type of manipulation, the victim can be made to *temporarily* lose the use of an arm, leg, or one of its senses (sight, hearing, speech, etc.). If the sharp object is not removed from the image, the pain or disablement will continue; destroying the image (or using a *Counter Image*) is the only way to dispel the image's power.

This type of image magic may be countered by having the caster create a second image of the intended victim. The creation of a "healthy" image will cause the effects of the harmful image to be negated, so long as it is used in conjunction with the *reverse* version of this spell.

In any case, an image may only be used by its creator, and may only be employed *once* per day (no matter what purpose it is being used for). The intended victim is always allowed a save vs Will to avoid the spell's effect, and the intended victim must be seen (or viewed through magical means) in order to activate the spell. Once activated, visual contact is *not* necessary to maintain influence.
SAVE: vs Will, as stated.
SPELL TYPE: Non-Variable.

LIMITED INVISIBILITY: Allows the caster to become invisible. Like a true spell of invisibility, this spell requires a certain degree of concentration to maintain; thus, engaging in combat or further spell casting while invisible will cause the caster to become visible at once. Note that, unlike "true invisibility," only the caster may be the

beneficiary of this spell. Duration is limited to 10 minutes per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

POWER: Allows the caster to utilize the power of the spirit forms which he or she has bound into service, thus enabling the caster to increase his or her Strength, Dexterity, Constitution *or* Will to the absolute human maximum. Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

SPIRIT CONTACT: Allows the caster to communicate with the spirit of any single, deceased individual. Up to 3 questions may be asked, with the results being determined by the following criteria:

1 **Deceased was a personal friend of the caster:** 100% likely to answer.

2 **Deceased unknown to caster, but of same alignment:** 75% likely to answer.

3 **Deceased unknown to caster, and of different, but not opposing alignment:** 50% likely to answer.

4 **Deceased unknown to caster and of opposing alignment:** 25% likely to answer.*

5 **Deceased was an enemy of caster:** 75% likely to answer, but 90% liable to lie or mislead the caster.*

*Note that spirit contact with individuals of opposing alignment runs the risk of attack by the hostile spirit. If the % chance to answer is *not* made in such cases, the hostile spirit will attempt to *possess* the nearest living creature or being. If the intended victim is unprotected, he or she must save vs Will or become possessed.

Killing the possessed creature (or exorcising the hostile entity) will cause the spirit to be banished back to its own plane; otherwise, it will be free to travel the material plane in search of a body, and may make up to 3 attempts at possession. If all three attempts fail, the spirit must remain in non-corporeal form, and will be trapped on the prime material plane.
SAVE: None.
SPELL TYPE: Non-Variable.

TRANCE STATE: Allows the caster to place himself or herself into a deep, trance-like state by performing a 10 minute ritual meditation. While in the trance state, the caster will only take 1/2 damage from any type of physical attack (including magical weapons). Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

LOW MAGIC LEVEL 5

CALL NATURE SPIRIT: Allows the caster to call 1 nature spirit of any type. As long as there is a reasonable quantity of the appropriate type of element at hand, the desired nature spirit will respond to the call and arrive within *1-4* minutes. A called nature spirit will always be equal in level to the caster who summons it, but may *not* be bound into service. Any such spirit will serve the caster as instructed for up to 1 hour.
SAVE: None.
SPELL TYPE: Non-Variable.

LESSER SPIRIT FORCE: Allows the caster to utilize the power of the spirit forms which he or she has bound into service to physically repel any creatures or objects (weighing up to 50 lbs. per level of the caster). Affected creatures/objects will suffer no damage but can be kept at bay (up to 10 ft. away) by the spirits' power for up to 1 minute per level of ability. Note that total concentration is required to maintain the spell's effect, and that creatures capable of attacking at long range (by the use of spells, or gaze/breath weapons, etc.) may still do so. Also note that this spell *cannot* restrain affected creatures from undertaking any other action outside of the 10 ft. radius area of effect.
SAVE: None.
SPELL TYPE: Variable, as stated.

MAGIC ARROW: Allows the caster to place an enchantment upon any single arrow, causing it to automatically hit any single creature or target that it is fired at (as long as the target area is no smaller than 1 ft. in diameter). A magic arrow will do double damage when it strikes, and can be shot 2x as far as a normal arrow. Once a magic arrow has been enchanted, its power will last until it is used; i.e., the enchantment fades *after* a single use. Note that only shamans may use a magic arrow, and no more than 7 such arrows may be carried at any given time.
SAVE: None.
SPELL TYPE: Non-Variable.

SHAPE CHANGE: WEREFORM: Allows the caster to assume the shape and abilities of any type of were-creature. The caster must wear a cloak or mask made from the hide of the type of creature (wolf, bear, tiger, etc.) associated with the wereform in order to effect the transformation. Duration is 10 minutes per level.
SAVE: None.
SPELL TYPE: Variable, as stated.

TRANSFER SENSATION: Allows the caster to cause any damage inflicted upon him or her by any *physical* (not magical or missile weapon) attack to be suffered in turn by the attacker. Thus if the caster is wounded for 7 points, the attacker suffers the same damage. Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

TRAVEL TO SPIRIT REALM: Allows the caster to travel (in astral or spirit form) to any one of the lower or upper planes. If desired, the caster may take along one additional individual or creature per level of ability. Duration of the caster's stay on any such plane is limitless, though this spell must be cast in reverse to return to the material plane. Note that unwilling individuals or creatures are allowed a save to resist the effects of this spell, and that the caster must touch any individual/creature whom he or she wishes to bring along.
SAVE: Only as stated.
SPELL TYPE: Variable, as stated.

LOW MAGIC LEVEL 6

CALLING: Allows the caster to contact any single individual or creature whom the caster has met at least once. No matter how far away the subject is from the caster, he or she will sense that the caster is calling. Note that while it is not possible for a specific message to be transmitted via the use of this spell, the subject (whether animal, humanoid or otherwise) will intuitively know that the caster is beckoning.
SAVE: None.
SPELL TYPE: Non-Variable.

POWER HEALING: Allows the caster to use his or her spiritual strength and power to effect any one of the following cures:

1 **Sensory Restoration:** Restores any of the 5 senses (sight, hearing, etc.).

2 **Healing:** Heals all damage (except 1-4 hit points).

3 **Cure Insanity:** Any single type of mental illness can be cured.

The time required to effect any type of *Power Healing* is a minimum of 10 minutes, during which time the caster may perform *no* other action. The use of this spell will be extremely tiring to the caster, and will effectively reduce the caster's Constitution score by 1/2 for the remainder of the day. (or until such time as the caster is able to rest for at least 8 hours). Only 1 individual or creature may be the beneficiary of the effects of this spell, which must be administered by touch.
SAVE: None.
SPELL TYPE: Non-Variable.

RETURNING: Allows the caster to return to any place that he or she has been to earlier in the day by using a simple form of teleportation. Distance is not a factor, though the spell cannot return the caster from another dimension or plane of existence. The caster may transport no more than his or her maximum encumbrance's worth of additional materials via this spell.
SAVE: None.
SPELL TYPE: Non-variable.

SPIRIT FORCE: Allows the caster to unleash the power of the spirit forms which he or she has bound into service, creating a "bolt" of pure spirit energy. This spirit force can be cast up to a range of 100 ft., and will do 1-6 points of damage (per level of ability) to any spirit, undead, demon or devil which it strikes (no save). If cast upon a living creature of any sort, this spell will cause the intended victim to save vs Will or have its spirit wrested from its physical body. Unless the victim is capable of astral projection or spirit travel, his or her physical body will die, and the victim's disembodied spirit will be trapped upon the prime material plane. Note that spells, substances or devices which confer protection from spirits will negate the effects of this spell.
SAVE: Only as stated.
SPELL TYPE: Variable, as stated.

VISIONS: Allows the caster to receive a "mental picture" of some event that will take place in the near (24 hours) future. The caster may see the location of some desired item, some type of imminent danger, or even the death of a member of his party (or himself). In any case, the vision will be somewhat vague and "hazy," but what is seen will always come to pass.
SAVE: None.
SPELL TYPE: Non-variable.

WARRIOR'S SPIRIT: Allows the caster to call upon the spirit of one of his or her warrior ancestors. The caster must roll a save vs Will; if the save is successful, the caster's ancestor will offer aid in battle, allowing the caster to *double* his or her usual number of attacks per round. If the save fails, no aid will be forthcoming. Duration is 1 minute per level of ability.
SAVE: vs Will, only as stated.
SPELL TYPE: Variable, as stated.

LOW MAGIC LEVEL 7

DUAL CONSCIOUSNESS: Allows the caster to utilize the power of the spirit forms which he or she has bound into service to separate his or her conscious mind and spirit into two distinct entities. Thus, the caster may sleep *and* perform physical activities *simultaneously,* may travel in spirit form while maintaining physical awareness and mobility, etc. If subjected to *Charm* or *Influence* while in dual form, the caster is allowed *2* saves; only if *both* saves fail will the caster be subject to the intended influence. Although there are numerous advantages to *Dual Consciousness,* there is one disadvantage: each "half" of the caster's dual self has 1/2 his or her total hit points, and saves vs any type of magical attack are at a penalty of *-4* while the caster is in dual form. Note that it is *not* possible for the caster to use this spell to separate into *2* separate *physical* beings. Duration is 10 minutes per level.
SAVE: None.
SPELL TYPE: Variable, as stated.

EXORCISE SPIRIT: Allows the caster to exorcise any hostile spirit from a single individual, creature, or edifice. The spirit in question is allowed a save vs Will to resist the exorcism.
SAVE: vs Will, as stated.
SPELL TYPE: Non-Variable.

MASS TRANCE STATE: Allows the caster to place himself or herself (and up to one additional individual or creature per level of ability) into a deep, trance-like state. A 10 minute ritual must be undertaken during which time the intended beneficiaries of the spell can perform no other action, and must stand within 20 ft. of the caster. Duration and effect are as per the fifth level spell: *Trance State.*
SAVE: None.
SPELL TYPE: Variable, as per the spell: Trance State.

POINTING: Allows the caster to cause any single living creature to save vs Will or die by simply pointing at the intended victim. The caster need not speak a word, but the intended victim must be facing the caster in order for the spell to be effective. Range is 100 ft.
SAVE: vs Will (for no effect).
SPELL TYPE: Non-Variable.

RECALL SPIRIT: Allows the caster to recall the spirit of any recently slain individual or creature, thus restoring the beneficiary to life. As long as the recipient of this spell has been dead for no longer than 24 hours, the spell will always work (no save necessary). Note that if the victim's body has been destroyed or very badly damaged, this spell cannot be used. If the victim's body is reasonably intact, he or she will be restored to life, though in a very weakened state (only 1-4 hit points remaining).
SAVE: None.
SPELL TYPE: Non-Variable.

SOUL TRANSFERENCE: Allows the caster to "steal" an indivdual's soul (spirit), transfering it to the body of another indivdiual, an animal, or even a stone. In order to effect the transfer, the caster must spend 1 week fashioning a special image of the victim. A second week must then be spent fashioning an image of the individual or animal who is to receive the victim's stolen soul. If the victim's soul is to be trapped within a stone, the second week must be spent in the fashioning of this object.

Once the preparations have been completed, the caster may confront the intended victim and cast the spell. The intended victim is allowed a save vs Will to resist the spell. If the save is successful, the spell fails and the images are rendered useless. If not, the victim's soul and spirit are transfered into the creature or stone designated by the caster. The soul-less body, while technically no longer living, can be used as a mindless slave (similar to a zombie, but

possessing the hit points and level of the victim). Only a *Wish, Miracle,* or another *Soul Transference* spell can ever rejoin the victim's soul and body.
SAVE: vs Will, as stated.
SPELL TYPE: Non-Variable.

MYSTICISM

LEVEL 1

AURA READING: Allows the caster to detect the alignment of any single creature or being by reading the color of the being's aura; black = evil; white = good; blue = neutral. Range is 100 ft.

SAVE: None.
SPELL TYPE: Non-Variable

CLAIRVOYANCE: Allows the caster to "see" what is transpiring in any area as if he or she was actually there. The area chosen must be at least familiar to the caster. Distance is not a factor in the use of this ability, but metal sheeting will obscure any attempt at *Clairvoyance.* Note that this ability is only useful on the material plane. Duration is 1 minute per level of ability.

SAVE: None.
SPELL TYPE: Variable, as stated.

EMPATHY: Allows the caster to read the emotions of any single sentient creature or being. Unlike E.S.P., language is not a factor in the use of this ability. Range is 100 ft., and duration is 10 minutes per level of ability.
SAVE:
SPELL TYPE: Variable.

HEIGHTENED PERCEPTION: Allows the caster to detect any *physical* presence within 100 ft. of his or her person. Note that while a distinction can be perceived by the caster as to the general type of presence (animal, human, undead, etc.), the caster cannot detect specific information such as size, level of ability, or alignment. Also note that this spell does not enable the detection of spirit, ethereal or astral presences. Duration is 1 minute per level of ability. *Heightened Perception* cannot be used in conjunction with a *Mind Mask.*
SAVE: None.
SPELL TYPE: Variable, as stated.

INNER VISION: Allows the caster to maneuver and "see" normally even if his or her normal vision is obscured or negated by *any* means. In essence, this spell enables the caster to visualize his or her surroundings under any condition, including magical or non-magical darkness, mists, fogs, or even blindness. Duration is 10 minutes per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

MYSTIC BOLT: Allows the caster to focus his or her Ki energy (physical/spiritual force) into a powerful bolt which may be directed up to a range of 100 ft. Any individual or creature struck by a *Mystic Bolt* will take 1-4 points of energy damage (per level of ability of the caster).
SAVE: vs Dexterity for 1/2 damage.
SPELL TYPE: Variable, as stated.

OBJECT READING: Allows the caster to learn certain information about, or through, an object or device. The object must be held in the caster's hands (or otherwise be in contact with the caster's body) in order for the spell to function. For each minute the caster spends reading the object, an unknown bit of information will be revealed, as follows:

1. The meaning of any writings or inscriptions on the object.
2. The approximate age of the object.
3. The powers (if any) or uses of the object.
4. A mental image of the individual who last possessed the object for any length of time. The image may (at the Game Judge's option) be somewhat vague in nature.

Note that there is always a 5% chance that information revealed through *Object Reading* will be inaccurate or slightly distorted in some way. Also, curses and/or traps which have been placed upon or within the object will almost always be activated by the caster during any attempt at *Object Reading.*
SAVE: None.
SPELL TYPE: Non-variable.

SUGGESTION: Allows the caster to project an empathic suggestion into the mind of any single living creature or being. The suggestion must be one which would seem logical or reasonable to the intended subject and cannot be one which would obviously cause the subject harm or great peril. The intended subject is allowed a save vs Intelligence to realize that the suggestion did not originate in his or her own mind.

Those who make this save will realize that someone or something is trying to influence them and will be able to resist the suggestion. Those who fail the save will believe the suggestion to be their own idea and will act upon it as soon as possible. Note that as the suggestion is empathic, the caster need not know the language of the intended subject in order to use this ability. Range is 10 ft. per level of ability.
SAVE: vs Intelligence, as stated.
SPELL TYPE: Variable, as stated.

MYSTICISM LEVEL 2

CLAIRAUDIENCE: Allows the caster to concentrate upon a place or area and hear whatever sound is occuring as if he or she were actually there. The place in question must be at least familiar to the caster in order for the spell to function. Note that distance is not a factor, but metal sheeting will obscure any attempt at *Clairaudience.* Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

CONTEMPLATION: Allows the caster to detect hidden doors, secret passageways, or hidden objects. In order to receive such an inspiration, the caster must first meditate for a minimum of 1 full minute. Note that the area of effect for this spell is limited to 10x10x10 ft.
SAVE: None.
SPELL TYPE: Non-Variable.

E.S.P.: Allows the caster to read the thoughts of any creature within a 20 ft. radius of his or her person. Note that creatures or beings "think" in the same tongue as they "speak," and as a result their thoughts may be unintelligible to the caster. Duration is 1 minute per level.

SAVE: Special; creatures with an Intelligence score of 12 or better are allowed a save (vs Intelligence), and those who make this save will realize that someone is trying to read their thoughts. The save will not, in any case, stop the E.S.P. ability from working.
SPELL TYPE: Variable, as stated.

MIND MASK: Allows the caster to mask his or her thoughts, giving immunity to all forms of mental influence, charm, hypnosis, etc. Duration is 10 minutes per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

MIND OVER BODY: Allows the caster to perform any one of the following feats of mental power:

1 **Levitate:** Allows the caster to levitate up to 100 ft. in the air. Duration is 10 minutes per level of ability.

2 **Self-Healing:** Allows the caster to heal 2 points of damage (per level of ability) for himself or herself only.

3 **Unimpeded Movement:** Allows the caster to ignore the effects of any spell which magically slows, hastens, or entangles, and to move unimpeded under water or through mud, quagmires, etc., duration. Duration is 10 minutes per level of ability.

SAVE: None.
SPELL TYPE: Variable, as stated.

PATH OF WISDOM: Allows the caster to learn which of any number of paths or routes is the safest, most direct, most perilous, *or* most indirect. In order to receive any such inspiration, the caster must first meditate for a minimum of 10 minutes. Note that while such inspirations will always be truthful, the safest of two paths may not be without its own, lesser dangers; i.e., any answer received through the use of this spell will be relative in nature.
SAVE: None.
SPELL TYPE: Non-variable.

SUBLIMINAL PERCEPTION: Allows the caster to detect hidden invisible, ethereal, spirit or astral presences, *or* to detect the presence of magic by sight. Range is 10 ft., and duration is 1 minute per level of ability. Note that this spell cannot be used in conjunction with a *Mind Mask.*
SAVE: None.
SPELL TYPE: Variable, as stated.

TELEKINESIS: Allows the caster to move physical objects via his or her psychic energy. The affected object can be made to move vertically or horizontally and will gain momentum as it moves in a single direction (a minimum of 20 ft. is needed for an object to attain adequate speed to cause damage as a projectile). A 10 lb. object used as a projectile causes 1-6 points of damage, and each additional 10 lbs. of weight will add +1 point of damage. *Telekinesis* cannot be used directly on living beings, but it can be used on inanimate objects such as rugs, chairs, weapons, etc. Range is 10 ft. per level of ability, and the amount of weight which can be moved telekinetically is 10 lbs. per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

TRANSCEND HUNGER/THIRST: Allows the caster to transcend the need for food or drink for up to 3 days per level of ability. While under the influence of this spell, the caster will not suffer from hunger or thirst, even if subjected to the harshest climatic conditions.
SAVE: None.
SPELL TYPE: Variable, as stated.

MYSTICISM LEVEL 3

ASTRAL PROJECTION: Allows the caster to project his or her consciousness in an astral body, leaving the physical body in a deep trance-like state. An astral body has the ability to travel the astral plane or the material plane. When travelling on the physical plane, the astral body will have full faculties of sight, hearing, smell, and touch, but will be unable to influence or affect physical beings in any way. An astral body will likewise be immune to harm or detection by physical beings, unless certain types of magic are employed.

If the physical body of the caster is disturbed while he or she is travelling in astral form, the astral body will immediately return to the physical body, causing the caster to awaken in a totally disoriented state (lasting 1-4 minutes). Note that reuniting the astral and physical bodies by natural means does not cause disorientation. While in astral form, the caster can travel any distance, into areas known or unknown. Duration is indefinite, or as long as the caster desires to remain in astral form.
SAVE: None.
SPELL TYPE: Non-Variable.

CLAIRSENTIENCE: Allows the caster to simultaneously employ both *Clairvoyance and Clairaudience,* under the conditions and restrictions listed for these 2 spells. Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

EMOTIONAL INFLUENCE: Allows the caster to mentally influence any individuals or creatures within 20 ft. of him or her. Subjects in the area of effect must save vs Will or feel 1 of the following emotional responses:

1 **Sympathy:** Affected creatures will be understanding, sympathetic and perhaps even helpful (50% chance) to the caster and the his or her companions.

2 **Antipathy:** Affected creatures will feel a strong dislike and possibly become hostile (50% chance) toward any creature or creatures that the caster designates.

3 **Apathy:** Affected creatures will become bored and disinterested with any creature or creatures that the caster designates. Duration of the influence is 1 hour.

SAVE: vs Will, as stated.
SPELL TYPE: Non-Variable.

INNER STRENGTH: Allows the caster to focus his or her Ki energy, temporarily increasing his or her Strength score to the individual's absolute racial maximum. Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

MYSTIC HEALING I: Allows the caster to heal 2 points of damage (per level of ability) for any single living creature. The recipient must be touched in order to receive the benefits of this spell.
SAVE: None.
SPELL TYPE: Variable, as stated.

PATH OF DIRECTION: Allows the caster to determine the direction in which any individual, creature, object or place (that is at least fairly well known to the caster) can be found. In order to receive any such inspiration, the caster must first meditate for a minimum of 10 minutes.
SAVE: None.
SPELL TYPE: Non-Variable.

PSYCHIC SHIELD: Allows the caster to create an invisible shield of psychic energy which will render him or her immune to spells such as *Aura Reading, Detect Lie, E.S.P., Psychic Assault,* etc. Duration is 1 hour.
SAVE: None.
SPELL TYPE: Non-Variable.

PRECOGNITION: Allows the caster to concentrate and receive a vision of something that will occur in the near (24 hours) future. The caster can make such a determination for either an individual or a group. In any case, the vision will be dream-like and somewhat vague. However, whatever the caster sees will definitely come to pass. It is the Game Judge's option as to the nature and content of any vision the caster will receive.
SAVE: None.
SPELL TYPE: Non-Variable.

MYSTICISM LEVEL 4

ALTER AURA: Allows the caster to alter his or her aura, thereby effectively disguising the caster's true alignment. An Alter Aura spell will cause any *Read Aura* or *Detect Good/Evil* spell to give an incorrect result, as desired by the caster. Note, however, that certain other spells can be used to detect or penetrate this type of disguise. Duration is 10 minutes per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

BODY CONTROL: Allows the caster to employ any *1* of the following abilities:

1. Walk upon the surface of any body of water, mud, etc. without sinking. Duration is 10 minutes per level of ability.
2. Exist in hostile climates of any sort, including deserts, frozen wastes, etc. without suffering damage from exposure. Duration is 24 hours per level of ability.
3. Feign death by inducing a state of suspended animation. Duration is 24 hours per level of ability.

SAVE: None.
SPELL TYPE: Variable, as stated.

DOWSING: Allows the caster to divine the presence and location of various substances. A "Y"-shaped sprig of hazelwood must be employed, being held in both hands and used as a "direction finder." Dowsing can be used to locate the following:

1. Water: underground and above ground sources.
2. Any single metal.
3. Direction: known as map dowsing, this technique can be used to determine the location or direction of any place that the caster has been to at least once.

Note that the range at which Dowsing is reliably useful is 100 ft. Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

MENTAL BARRIER: Allows the caster to project his or her Ki, creating an impenetrable 1 ft. radius aura of protective energy around his or her person. While protected by the *Mental Barrier,* the caster will be immune to damage from physical attacks of any sort. Note that total concentration is required to maintain the *Barrier,* making attack or spell casting impossible while this ability is being employed. Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

MYSTIC HEALING II: Allows the caster to cure any type of disease (including afflictions caused by magical means) for any single individual or creature. The beneficiary must be touched in order for the cure to be effective.
SAVE: None.
SPELL TYPE: Non-Variable.

PSYCHIC ASSAULT: Allows the caster to launch a powerful mental attack which can take any 1 of the following forms:

1 **Fear:** All creatures within 20 ft. of the caster must save vs Will or flee in terror from him or her for 5-30 (5d6) minutes.

2 **Confusion:** All creatures within 20 ft. of the caster must save vs Will or become hopelessly confused for 5-30 (5d6) minutes. Affected creatures will be completely indecisive and will not take part in melee, spell casting, or any other planned activities. Victims of confusion will defend themselves if attacked but otherwise will be unable to attack of their own free will until the spell's effects wear off.

3 **Psychic Energy Drain:** This form of *Psychic Assault* is especially effective when used against a spell caster. The target creature or being must save vs Will or lose 2-16 points of Intelligence. Inteligence points lost as a result of this spell may only be regained by magical means.

SAVE: As stated. However, if an intended victim is engaged in any type of psychic spell casting (such as *E.S.P., Sending,* etc.) when a *Psychic Assault* is launched, he or she is considered defenseless and is *not* allowed a chance to save.
SPELL TYPE: Non-Variable.

SENDING: Allows the caster to contact any single individual or creature (that he or she knows personally) and send a message of up to 10 words. No reply can be received, however, unless the individual being contacted is also capable of *Sending* or some similar magic. Range is unlimited, and contact between planes is possible via the use of this spell.
SAVE: None.
SPELL TYPE: Non-Variable.

SIXTH SENSE: Allows the caster to receive a psychic warning of any impending danger 1-6 minutes before it actually occurs. Note that the exact nature of the threat will not be revealed by this spell, nor will the caster be able to ascertain exactly when the dangerous incident will occur. The caster will, however, be able to determine the relative nearness or urgency of the threat. Practical range of the *Sixth Sense* is approximately 1,000 ft. and duration is 1 hour.
SAVE: None.
SPELL TYPE: Non-variable.

MYSTICISM LEVEL 5

DISSOCIATION: Allows the caster to divide his or her mind into two separate entities, thereby enabling the caster to simultaneously employ any *2* of the following mental processes:

1. Subliminal Perception
2. Normal Conversation
3. E.S.P.
4. Empathy.

Duration is 1 minute per level of ability, and range is as per the abilities being employed.
SAVE: None
SPELL TYPE: Variable as stated.

THE MANDIRIN: Allows the caster to simultaneously use both *Astral Projection* and *Subliminal Perception*. Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

MIND READ: Allows the caster to read the thoughts and/or emotions of any single individual or creature. If desired, the caster may attempt to discover *1* secret or bit of knowledge (the ingredients to a potion, a spell, the subject's greatest weakness, etc.) which the subject possesses. In this case, the subject will become aware of the caster's intentions and may resist the attempt. If not, the subject will remain unaware of the intrusion, and the caster may gain the desired knowledge; i.e. the subject is *not* allowed a chance to save vs the simple reading of thoughts or emotions. Also note that this spell cannot be used to discover an individual's or creature's true name. Range is 10 ft. per level, and duration is 1 minute.
SAVE: As stated.
SPELL TYPE: Variable, as stated.

MYSTIC HEALING III: Allows the caster to cure any single victim of insanity, or negate the effects of magical fear, confusion, hypnosis or. The recipient must be touched in order to receive the benefits of this spell.
SAVE: None.
SPELL TYPE: Non-Variable.

MASS SUGGESTION: Allows the caster to project an empathic suggestion into the minds of several living creatures or beings. The maximum number of individuals that may be affected is one individual per each level of ability of the psychic. See the first level ability: *Suggestion,* for more information. Range is 10 ft. per level of ability.
SAVE: vs Intelligence.
SPELL TYPE: Variable, as stated.

MYSTIC CIRCLE OF PROTECTION: Allows the caster to magically create a 7 ft. diameter circle of protection which will effectively keep out any type of summoned creature. Duration is 10 minutes.
SAVE: None.
SPELL TYPE: Non-Variable.

TELEPATHIC SUGGESTION: Allows the caster to send a telepathic suggestion to any single individual creature who he or she knows personally. Effects are as per the first level spell of mysticism, *Suggestion*; however, range is unlimited, and visual contact between the caster and the intended subject is not necessary.
SAVE: vs Intelligence, as per a suggestion spell.
SPELL TYPE: Non-variable.

TRANSFER CONSCIOUSNESS: Allows the caster to temporarily transfer his or her consciousness into any individual, creature or object. Whether this ability is used upon a living creature or an inanimate object, the caster retains full sensory and mental faculties. Note, however, that unwilling individuals or creatures are allowed a save vs Will to resist the attempted transfer. Duration is 1 minute per level of ability.
SAVE: vs Will, as stated.
SPELL TYPE: Variable, as stated.

CELESTIAL VISION: Allows the caster to see into any plane of existance (as per a Deva). Any place known to the caster may be observed, or the caster may scan vast areas at random. Note that this spell can also be used to detect astral presences. Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

MASS TELEPATHIC SUGGESTION: As per the spell *Telepathic Suggestion,* only the caster may send the suggestion to one individual or creature per level of ability.
SAVE: vs Intelligence, as per a Suggestion spell.
SPELL TYPE: Variable, as stated.

MATERIALIZATION: Allows the caster to use his or her mental powers to create any single type of non-magical item or object. The item which is to be materialized cannot weigh more than 10 lbs., nor can it be composed of any but the most common of substances (wood, iron, glass, clay, cloth, food stuffs, etc.). Note that when this spell is cast, the desired item or object will materialize in the caster's hand. Duration of the *Materialization is permanent,* though an appropriate counter-spell will cause any such item to vanish into nothingness.
SAVE: None.
SPELL TYPE: Non-Variable.

MIND OVER MATTER: Allows the caster to become ethereal, enabling him or her to pass through solid barriers of any sort (at normal movement rate). While in ethereal form, the caster will also be immune to harm from non-magical weapons or creatures, and will be able to fly at 2x his or her normal movement rate. Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

RETROCOGNITION: Allows the caster to receive a vision of some past event that has transpired in any given 100x100x100 ft. area. Types of visions which may be received include impressions of a violent death, an unusual or rare occurance of some sort, the passage of an individual or creature whom the caster knows, etc. Note that in any case, the vision will always be somewhat vague or enigmatic in nature.
SAVE: None.
SPELL TYPE: Non-Variable.

TELEPATHIC COMMAND: Allows the caster to send a *Telepathic Command* to any single individual or creature that he or she knows personally. The intended subject must save vs Will or obey the caster's command at once. Note that visual contact between the caster and the subject is *not* necessary to the functioning of this spell. Range is unlimited, and duration of control is 1 hour.
SAVE: vs Will, as stated.
SPELL TYPE: Non variable.

TELEPORT SELF: Allows the caster to instantly transport his or her physical body (and up to his or her maximum encumbrance's worth of materials) to any location that is at least fairly well known to the caster. Distance is not a factor, though this spell does not have inter-dimensional capabilities.
SAVE: None.
SPELL TYPE: Non-Variable.

TRANSCEND PAIN: This spell allows the caster to enter a trance-like state which will afford him or her complete and absolute immunity to pain or harm. Because *total* concentration is required to maintain the trance, the caster will be unable to speak, cast spells, attack, or perform any complicated series of actions while under the influence of this spell. The caster may, however, accomplish such

remarkable feats as walking through a hail of arrows, grasping a red-hot object and pulling it from a fire, etc.

The exact nature of the task must be stated to the Game Judge prior to the casting of this spell, afterwich the caster *must* perform that specific task *and no other.* Duration is 1 minute per level of ability, and it should be noted that while this spell affords immunity to the caster, it bestows no such protection to any items, possessions or garments which may be on the caster's person.
SAVE: None.
SPELL TYPE: Variable, as stated.

MYSTICISM LEVEL 7

BILOCATION: Allows the caster to retain full physical awareness while utilizing astral projection. Although spell casting is not possible while in this state, normal consciousness and mobility are. (For example, the caster could stand guard over his party while simultaneously scouting the area in astral form.) Duration is 1 minute per level.
SAVE: None.
SPELL TYPE: Variable, as stated.

DEMATERIALIZATION: Allows the caster to dematerialize any single object or creature weighing tup to 50 lbs. (per level of ability. Objects or creatures subjected to Dematerialization disintegrate in a flash of blinding light, and can never be returned to material form.

Note that living creatures are allowed a save vs Will to resist *Dematerialization,* and magic items are allowed a save as well.
SAVE: vs Will (see text).
SPELL TYPE: Variable, as stated.

DIVERT ENERGY: Allows the caster to divert the flow of any focused energy or magical attack (such as *Eldritch Fire, Power Bolt, Mystic Bolt,* etc.) directed at his or her person. As this spell is activated purely by thought, the caster needs only save vs Will to divert the attack before it strikes. If the save is successful, the attack does no damage to the caster, but is re-directed either to the left or right of the caster. Note that another individual may be struck by the diverted attack if he or she is standing by the caster's side (50/50 chance, if applicable). If the save fails, the caster takes full damage from the attack (no additional save). Note that it is not possible to use this spell to divert area-type attacks such as *Fireball, Wall of Fire, Ice Storm,* etc.).
SAVE: vs Will.
SPELL TYPE: Non-Variable.

EXPANDED CONSCIOUSNESS: Allows the caster to reach such a heightened state of consciousness that he or she will be able to detect magical emanations, presences of *any* sort (invisible, astral, physical, etc.) *and* any hidden objects, secret doors, etc. The caster will also be able to discern if he or she is being watched or scryed upon by any means and will be able to discern the emotional state of any individual(s) or creature(s) within the spell's area of effect. Range is 100 ft. radius area surrounding the caster, and duration is 1 minute per level of ability (1 determination may be made per minute).
SAVE: None.
SPELL TYPE: Variable, as stated.

MANTRIC INVOCATION: Allows the caster to summon any single devil, demon, or spirit being by invoking the mantra (or true name) of the entity in question (see *Summoning Rituals*).
SAVE: Special.
SPELL TYPE: Variable, as stated.

MASS TELEPATHIC CONTROL: As per the spell *Telepathic Command,* only the caster may send the command to one individual per level of ability.
SAVE: vs Will, as per a *Telepathic Control* spell.
SPELL TYPE: Variable, as stated.

MIND BLAST: Allows the caster to project his or her psychic and Ki energies, creating a powerful blast of mental force. Any individuals or creatures within 20 ft. of the caster must save vs Will or be rendered unconscious for 10-60 minutes.
SAVE: vs Will, as stated.
SPELL TYPE: Non-Variable.

MYSTIC GIFT: Allows the caster to bestow the ability to cast one of the following spells (one time only) upon any single individual:

1. Heightened Perception
2. Aura Reading
3. Mind Mask
4. Subliminal Perception.

A *Mystic Gift* will function at the same level of ability as the caster who bestowed it. However, the recipient must use the given ability within 24 hours or it will be lost.
SAVE: None.
SPELL TYPE: Variable only as stated.

PATHWAY OF KNOWLEDGE: Allows the caster to discover the mantra (or true name) of any single spirit, devil or demon. To accomplish this, the caster must first meditate for a minimum of 24 hours, after which a save vs Will must be made. If the save is successful, the caster will learn the desired mantra.
SAVE: Special, vs Will.
SPELL TYPE: Non-variable.

SORCERY

LEVEL I

DETECT MAGIC: Allows the caster to detect the presence of magic by sight. Range is 10 ft., and duration is 1 minute.
SAVE: None.
SPELL TYPE: Non-Variable.

FORCE SHIELD: This spell allows the caster to surround himself (or herself) with a 1 ft. radius, dome-shaped shield of energy. This shield does not in any way restrict the caster's movement or spell casting abilities, and will absorb 1 point of any type of damage per every 2 levels of ability. While surrounded by a *Force Shield*, the caster is protected from all angles except directly below. Specifically, spells or attacks which affect (or originate from) the ground beneath the caster's feet are not warded by the shield. Duration is 1 minute per level of ability, during which time the Force Shield will continuously absorb as many points of damage per attack as its point rating will allow.

Note that a 1-point shield will be an effective deterrent against biting or stinging insects, and will keep the caster dry in foul weather. Magical mists and gasses will likewise have no effect on spell casters protected by a *Force Shield*. However, it will be impossible for a spell caster to eat, drink, or grasp anything which was not on his or her person prior to the spell being cast.
SAVE: None.
SPELL TYPE: Variable.

HYPNOSIS: This spell allows the caster to hypnotize and gain control over any single creature. The caster must have in his or her possesion a small, highly polished object (such as a coin or a medallion) and must have the attention of the intended subject for at least 2 or 3 seconds. Any creature or being failing its save will obey the commands of the caster, as long as the subject is not commanded to do anything which is radically against his or her belief or alignment.

The duration of this spell is 24 hours, and if the caster desires, a "post-hypnotic suggestion" can be given to the subject. As long as the spell's duration is not exceeded, the subject of a post-hypnotic suggestion will obey a given command or set of instructions at the exact time (or under the specific circumstances) dictated by the caster. Range is 100 ft.
SAVE: vs Will for no effect.
SPELL TYPE: Non-Variable.

INFRA-VISION: Allows the caster to see infra-red (heat) images at a range of up to 100 ft. Note that this ability can only be used under conditions of darkness and will not function in the vicinity of any light source. Duration is 10 minutes per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

POWER BOLT: An excellent all purpose attack spell, a *Power Bolt* is essentially a highly focused bolt of magical energy which can be "hurled" by the spell caster up to a range of 100 ft. A *Power Bolt* will do 1-4 points of bludgeoning damage per level of ability, and can be used against any non-ethereal creature or object. A *Power Bolt* of sufficient strength may be used to batter down doors or wooden barriers. (Consider the average 2' thick wooden door to be able to withstand 8 + 1-4 points of damage; with heavier, re-enforced, or iron doors being capable of withstanding 2x, 3x, and 4x more damage respectively.)

A *Power Bolt* can also be used to "stun," or "knock down" an opponent. However, the spell caster must state that this is his or her intention prior to the spell being cast. If used to "stun," the bolt will do normal damage, but only 1/2 of such damage will be actual. Victims reduced to zero hit points by a "stunning" *Power Bolt* will be rendered unconsious for 2-20 minutes.

If this spell is used to try to knockdown an opponent, the intended target is allowed a save vs Dexterity; a victim who fails to make this save will take no actual damage, but will be knocked 1-10 ft. backwards and fall to the ground. Victims knocked down by a *Power Bolt* will require a 1 full minute to regain their feet. Intended victims of a knock down who make their save suffer no damage whatsoever, and creatures weighing 400 lbs. or more cannot be knocked down by a *Power Bolt*.
SAVE: vs Dexterity, for 1/2 damage (except as noted).
SPELL TYPE: Variable, as stated.

SLOW GRAVITY: Allows the caster to reduce the speed of any single falling object or creature (weighing 400 lbs. or less) to that of a slow, floating glide. Individuals or objects protected by this spell will suffer no damage from a fall, as long as they do not fall beyond the spell's 100 ft. range.
SAVE: None.
SPELL TYPE: Variable. Each level of ability allows the caster to affect an additional object or creature.

VARIABLE LIGHT/DARKNESS: Allows the caster to create a ray, sphere or area of (either) bright, gleaming light or impenetrable darkness. Range is 100 ft. and the maximum area of effect is a 20 ft. radius circle. Duration is 10 minutes per level of ability.
SAVE: None.
SPELL TYPE: Non-Variable.

VERTIGO: Allows the caster to cause any single creature (who fails its saving throw) to experience severe dizziness for up to 10 minutes. If the victim does not sit or lie down immediately, there is a 50% chance each minute that he or she will lose their balance and fall. Range is 100 ft.
SAVE: vs Constitution, for no effect.
SPELL TYPE: Non-Variable.

SORCERY LEVEL 2

ALTER GRAVITY: Allows the caster to alter the gravitational forces affecting any solid object or creature, thus causing the object's/creature's weight to be either doubled or reduced by 1/2. This spell may be used to increase or decrease the damage done by the objects, reduce or increase the encumbrance of items, etc. Note that the amount of weight which may be affected by this spell is 50 lbs. per level of ability, and that living creatures are allowed a save vs Will to avoid the spell's effects. Range is 100 ft., and duration is a maximum of 1 hour.
SAVE: vs Will, only as stated.
SPELL TYPE: Non-Variable.

BANDS OF FORCE: This spell allows the caster to create a series of spiraling bands of magical energy, which can be made to entwine about the body of any single creature or being. Unless such a victim makes a save vs Strength, he or she will be bound and helpless for the 10 minute duration of the spell. Even if a successful save is made, it will take a victim 1 full minute to extricate himself or herself from the the restraining bands (unless the victim weighs in excess of 400 lbs. or possesses greater than maximum human strength.) The spell may be cast up to a range of 100 ft.
SAVE: vs Strength.
SPELL TYPE: Non-Variable.

GLOBE OF ILLUMINATION: Alows the caster to create a sphere or globe of light approximately 1 ft. in diameter. A Globe of Illumination will radiate light in a 60 ft. radius area, and may be used as a portable or stationary light source. Duration is 1 hour per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

REFLECTION: Allows the caster to encompass himself or herself in an invisible 1 ft. radius magical aura which will reflect any light-type spell or gaze weapon/spell back upon its user. Duration is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable as stated.

STRUCTURAL ANALYSIS: Allows the caster to locate the weakest point in any structure, substance or device. This spell may be used to detect unsafe passageways, rotten or weakened beams, the weakest link in any chain, etc. The spell may also be used to determine how much weight a given structure, substance or device can support before it will collapse or break. Area of effect is 10 x10x10 ft. Note that this spell cannot be used upon living organisms of any kind.
SAVE: None.
SPELL TYPE: Non-Variable.

SPONTANEOUS COMBUSTION: Allows the caster to magically ignite any combustible materials at a range of 100 ft. Although the initial area of effect can never exceed 1 sq. ft., the flames produced by this spell are quite intense, and will spread at such a rate such that the size of the conflagration will double for every minute that

it remains burning. The flames will last and/or continue to spread as long as there is sufficient combustible materials, or until the fire is extinguished. Note that if "green" wood is ignited by this spell, a great deal of smoke will be given off.
SAVE: None.
SPELL TYPE: Non-Variable.

SORCERY LEVEL 3

CONFER INVISIBILITY: Allows the caster to turn invisible any object, area or device (up to 1 cubic ft. per level of ability). This magical aura of invisibility can only be conferred by touch, and may also be administered to living creatures or organisms of any kind. Duration is 10 minutes per level of ability.
SAVE: None.
SPELL TYPE: Non-variable.

DISPERSE ENERGY: Allows the caster to disperse up to 1-6 points (per level of ability) of any type of magical or elemental energy. The nature of this spell is such that it may be cast with great rapidity, thus enabling the caster to employ it as an effective counterspell vs fireballs, lightning bolts, ice storms, etc. Note, however, that the use of this spell requires the caster to forego any type of save which would normally be allowed vs the attack form being dispersed.
SAVE: None
SPELL TYPE: Variable, as stated.

IDENTIFY HERBS AND PLANTS: Allows the caster to identify any single type of herb, plant, tree, etc., receiving general information on such topics as the plant's uses, powers, and level (if applicable). At least 1 full minute of observation is required in order for the caster to make any determination with regard to the plant in question. Range is 10 ft.
SAVE: None.
SPELL TYPE: Non-Variable.

MASS HYPNOSIS: Allows the caster to hypnotize up to 1 individual or creature per level of ability, as per the first level spell of *Hypnosis.* Duration is 24 hours maximum, and range is 100 ft.
SAVE: vs Will.
SPELL TYPE: Variable, as stated.

OMNI-VISION: Improves the caster's visual capabilities to the extent that the caster's peripheral vision will be increased up to 360 degrees. This will allow him or her to see simultaneously in all directions. Duration is 10 minutes. Note that using *Omni-Vision* more than once per hour runs a 10% risk of permanent blindness due to the intense strain that this spell puts on the optic nerves of the caster.
SAVE: None.
SPELL TYPE: Variable, as stated.

SOUNDING: Allows the caster to determine the depth or thickness of any substance, including walls, bodies of water, mists, etc. Under appropriate circumstances, this spell will reveal the existence of secret doors, subterranean passageways, hidden compartments, etc. Area of effect for this spell is 10x10x10 ft., and the maximum range (or depth) of the sounding is 100 ft.
SAVE: None.
SPELL TYPE: Non-variable.

SORCERY LEVEL 4

ALCHEMY I (Quantitative Analysis): Allows the caster to identify any single elixir, powder, venom, potion, dust or gas. The substance to be identified must be in the spell caster's possession at the time during which the spell is cast.
SAVE: None.
SPELL TYPE: Non-Variable.

FORCE SPHERE: Allows the caster to create an invisible 10 ft. radius sphere of energy which can be used as an effective shelter against inclement weather, insects, magical mists and gasses, and small animals. While not especially strong, the force shield will suffice to stop non-magical missiles such as arrows, cross-bow bolts, and small to medium-sized rocks, and will keep out creatures and objects weighing 100 lbs. or less. Creatures of greater mass, weight or strength can break through a *Force Sphere* within 10-60 seconds, and projectiles weighing more than 100 lbs. will readily puncture such a sphere. The duration of the *Force Sphere* is 24 hours, or until dispelled by its caster.
SAVE: None.
SPELL TYPE: Non-Variable.

MAGNETIC FIELD: Allows the caster to create a 10x10x10 ft. field of magnetic force, which can be charged in either one of two modes: "positive" or "negative." A positively charged *Magnetic Field* will attract any iron weapons, objects or devices, drawing such articles to the area's center with a strong magnetic force. Creatures wearing iron armor or carrying iron weapons or devices who enter a positively-charged *Magnetic Field* must save vs Strength, or be pulled into the center of the affected area and held for the duration of the spell. Victims of a positively-charged *Magnetic Field* who remove their armor, or release their grip on any affected weapons, may of course, escape the field.

Conversely, a negatively-charged *Magnetic Field* will repel all iron objects, devices and creatures wearing iron armor, keeping those who fail their save vs Strength from passing through the affected area for the spell duration or until they divest themselves of such items. The duration of a *Magnetic Field* is 10 minutes and it may be cast at a range of 100 ft.
SAVE: vs Strength, as stated above.
SPELL TYPE: Variable. Each level of ability increases the duration of a Magnetic Field by an additional 10 minutes.

SONIC BLAST: Allows the caster to create a thunderous explosion of sound that will cause all living creatures within a 20 ft. radius of the blast to save vs Constitution or be stunned for 1-6 minutes. There is a 50% chance that non-magical glassware within the area of effect will shatter to pieces, and even those individuals who make their save and avoid being stunned will be unable to hear for 1 full minute. Range is 100 ft.
SAVE: vs Constitution, as stated above.
SPELL TYPE: Non-Variable.

SPECIES IDENTIFICATION: Allows the caster to identify any single unknown species of creature or being, receiving general information on such topics as the creature's relative strength, behaviorisms and motives. Specific information such as damage per attack, level, hit points, etc. cannot be learned through the use of this spell, but a creature's special abilities (not weaknesses) will be revealed 50% of the time. At least 1 full minute of observation is needed before the caster can make any determination with regard to the unknown species. Range is 100 ft.
SAVE: None.
SPELL TYPE: Non-Variable.

SPELL ANALYSIS: Allows the caster to analyze up to a 10x10x10 ft. area (or any object, device or creature), to determine if the subject of such analysis is protected or under the influence of any magical spell, curse or trap. The exact nature and strength of any enchantment will be revealed to the caster by the use of this spell. Duration is 1 minute, and the caster must be within 1 ft. of the area, object or creature being analyzed in order for the spell to be effective.
SAVE: None.
SPELL TYPE: Non-variable.

SORCERY LEVEL 5

ALCHEMY II: Allows the caster to enchant the ingredients necessary for the creation of any single powder, potion, dust or gas. An alchemist may be needed to mix and complete any such operation, but this enchantment will reduce the time required to complete any such substance by 1/2.
SAVE: None.
SPELL TYPE: Non-Variable.

AURA OF NON-DETECTION: Allows the caster to create a magical aura which can be made to cloak an area of up to 10x10x10 ft. Areas, objects or traps covered by such an aura can be made immune to any single spell of detection; e.g., *Detect Magic, Detect Invisivility, Detect Good/Evil,* etc. If a *True Sight* spell is used vs an *Aura of Non-Detection,* there is a 20% chance that it will be ineffective. However, if *Spell Analysis* is used, the aura will always be detected. An *Aura of Non-Detection* may be cast only by touch, and will last until dispelled. This spell will not work on living creatures.
SAVE: None.
SPELL TYPE: Non-Variable.

MASS INVISIBILITY: Allows the caster to bestow invisibility upon a number of individuals, creatures or objects (up to 1 per level of ability). Duration is 10 minutes per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated above.

NEGATIVE GRAVITY: Allows the caster to negate the gravitional forces in any 10x10x10 ft. area, causing all objects and creatures in the area of effect to float up to 20 ft. in the air. At the caster's option, the affected objects may be made to hover in the air (for up to 1 minute per level of ability), dash to the ground (for normal falling amage), or lower gently to earth. Range in any case is 100 ft.
SAVE: None.
SPELL TYPE: Variable, as stated above.

OBJECT TELEPORTATION: Allows the caster to teleport any nonliving object (weighing up to 10 lbs. per level of ability) as per the spell Teleportation. Note that this spell can only be cast by touch, and cannot be used on objects that are being worn or carried by living beings.
SAVE: None.
SPELL TYPE: Variable, as stated above.

TELEPORTAL: Allows the caster to create a permanent teleporting "gate" between any 2 points. In order to employ this spell, the folllowing conditions must be met:

1. The two points must be on the same plane. In other words, interdimensional travel is not possible via the use of this spell.
2. The caster must visit the two sites which are to be connected via the teleportal, and must cast this spell at each entrance to the magical "gate." Once a teleportal has been set up, its will allow one person to pass through it per minute. An individual may carry no more than his or her normal encumbrance's worth of weight while passing through a teleportal. Note that casting time for this spell is 1 hour, and that "one-way' teleportals can be devised of the caster desires.

SAVE: None.
SPELL TYPE: Non-Variable.

SORCERY LEVEL 6

ALCHEMY III: Allows the caster to enchant the ingredients necessary for the creation of any single golem, living statue, machina or homonculous. An alchemist is usually needed to complete any such operation, but this enchantment will reduce the time required to prepare *any* necessary ingredients by 1/2.
SAVE: None.
SPELL TYPE: Non-Variable.

ANTI-MAGIC SHIELD: This spell allows the caster to surround himself (or herself) with a 1 ft. radius, dome-shaped shield of antimagical energy. Inside the shield, the caster will be impervious to any and all forms of magic, but casting spells through the shield is *not* possible. Note that this spell does not offer any protection against non-magical creatures, weapons or forces. Duration of an Anti-Magic Shield is 1 minute per level of ability.
SAVE: None.
SPELL TYPE: Variable, as stated.

BEAM OF LIGHT: Allows the caster to create an intense beam of highly focused light which may be directed up to a distance of 100 ft. Any individual or creature struck by a Beam of Light will take 6d8 points of energy damage (save vs Dexterity for 1/2 damage). It should be noted that a Beam of Light can be reflected back at the caster if it strikes a reflective surface of any sort (mirror, polished metal, etc.). Should an intended victim try this tactic, a save vs Dexterity must be made. Also note that mist, fog, or smoke will cause the light beam to disperse and be rendered harmless. A crystal of some sort is required to cast this spell.
SAVE: vs Dexterity, as stated.
SPELL TYPE: Non-Variable.

DIMENSION TRAP: Allows the caster to create an invisible "gate" up to 10x10x ft. in size. Anyone approaching within 1 ft. of the gate must save vs Strength or be drawn through the gate and cast into an extra-dimensional space. Escape from the extra-dimensional space is impossible without the use of a Phase Shift, Disappear or Dimensional Travel spell. A Dimension Trap spell may be cast anywhere (a door, chest, passageway, etc.), and will remain in effect until such time as someone or something is caught in it (any such action "closes" the trap). Range is 100 ft.
SAVE: vs Strength, as stated.
SPELL TYPE: Non-Variable.

ENERGY FIELD: Allows the caster to create an impenetrable wall, cube, dome or cage of force up to 10x10x10 ft. in area. Regardless of its form, an Energy Field cannot be moved, nor can it be damaged by physical force. Any creature trapped within the confines of an Energy Field will be unable to escape unless capable of Teleportation, Dimension Travel, or some similar sort of magic. Note, however, that an Energy Field can be dissipated by Negative Energy. Range is 100 ft. and duration is 1 hour.
SAVE: vs Dexterity, to avoid being trapped within a containment-type field.
SPELL TYPE: Non-variable.

TELEPORT TRACER: This spell allows the caster to "lock onto" the faint magical trail left behind by another spell caster's teleport spell, enabling the caster to arrive at the same destination as the spell caster being "traced." The Teleport Tracer must be cast within 60 seconds of the first Teleport spell, or the magical trail will be impossible to trace and the spell will not function.
SAVE: None.
SPELL TYPE: Variable, as per the weight restrictions of the standard Teleport spell.

SORCERY LEVEL 7

ACID RAIN: This spell allows the caster to innundate any 10x10x10 ft. area with a drenching, corrosive rain that will do 10-60 (10d6) points of damage to any creatures caught within the spell's area of effect (*no save*). Items made of wood, leather, or fabric are 40%, 50% and 60% (respectively) likely to be ruined by Acid Rain. Even metallic items are 25% likely to be so badly corroded as to be rendered useless. (Subtract 5% for each +1 of enchantment if magical items are subjected to this spell.) While Acid Rain will make smooth or cut stone pitted and discolored, it will not seriously harm objects or buildings made of this substance, nor will it affect ceramic or glass items. Individuals protected by *full* suits of armor will only take 1/4 damage from this spell as long as their armor holds up.
SAVE: Only as stated.
SPELL TYPE: Non-Variable.

DIMENSION TRACK: This spell works in much the same manner as the spell Teleport Tracer, only it allows the caster to pursue a dimensional traveler. Like the standard Dimension Travel spell, the caster may bring along one additional individual per level of ability as long as they are in physical contact with the spell caster at the time of the casting.
SAVE: None.
SPELL TYPE: Non-Variable.

NEGATIVE ENERGY: This spell allows the caster to create a bolt of negative force, which may be "hurled" up to a range of 100 ft. A bolt of Negative Energy will dissipate and dissolve *any* Force Shield, Force Sphere, or Energy Field, or disintegrate any creature, object, or barrier which it strikes (up to 10x10x10 ft. of matter can be affected in this manner). Note that since negative energy and positive energy cancel each other out upon contact, even the weakest Force Shield will act as a "neutralizer" vs this spell.
SAVE: vs Dexterity, to dodge for no effect.
SPELL TYPE: Non-Variable.

ALTER MATTER: Allows the caster to temporarily transmute up to 100 lbs. (plus 10 lbs. per level of ability) of organic or non-organic materials into any non-living substance desired. For example, the caster may turn rock to mud, flesh to stone, glass to steel, etc. Note that a transmute matter spell can *not* be used to alter or create substances, items or devices of a magical nature. Range is 10 ft., and duration is 1 hour. Also note that living creatures are allowed a save vs Will to resist the spell's effects.
SAVE: vs Will, as stated.
SPELL TYPE: Non-Variable.

REVERSE TIME: This spell allows the caster to reverse the passage of time within a 5 ft. radius area of himself (or herself). To those outside the affected area, the spell caster will seem to disappear for a fraction of a second following the spell casting, and then reappear in normal time. To the caster, the incidents and actions which had occurred in the 10 minutes prior to the spell's casting will appear to be happening in reverse (like a film being shown backwards). While this reverse-action effect is occurring, the caster may be able to alter or undo the affects of any single incident which had transpired during the 10 minute period prior to the spell casting.

Thus, a spell caster operating within the area of a Reverse Time spell might be able to rescue an article which had been lost or damaged in a fire, administer a life-saving antidote to a individual who had just died of poison, or secure a rope which would otherwise have broken or come undone. While this spell presents many possibilities, it is not possible for the caster to cause harm to an individual or cast other spells while operating within the area of the spell's effect.

A Reverse Time spell will cease to function immediately after it has taken the caster exactly 10 minutes backwards in time, or the second the spell caster moves out of the 5 ft. radius area of effect. In either case, the spell caster will always return to the precise moment in time and space that he or she occupied immediately upon casting the spell.
SAVE: None.
SPELL TYPE: Non-Variable.

SORCERER'S GATE: Allows the caster to create a permanent, invisible "gate" which can be made to lead to any (single) desired location. The caster must be well acquainted with both the "entrance" and "exit" locations in order for the spell to be effectively cast, but distance is absolutely no factor, and gates between planes are quite possible. A Sorcerer's Gate allows passage from both "entrance" to "exit" and vice versa, and will remain in effect until dispelled (or destroyed by negative energy).

It is well for the caster to remember that, though invisible, a Sorcerer's Gate could be subject to trespass by unwitting creatures who may accidently step through the ever-open portal. As a Sorcerer's Gate may be detected by the use of a Detect Magic spell and various other enchantments, the caster may opt to protect its opening(s) by the use of symbols, wards, etc.
SAVE: None.
SPELL TYPE: Non-Variable.

MAGICAL/ALCHEMICAL PRACTICES

The following section includes detailed information on alchemical/magical symbols, mixtures, operations, and devices.

CONTENTS

ALCHEMICAL/MAGICAL SIGNS & SYMBOLS:

- *Alchemical measures (and related signs & symbols)*

ALCHEMICAL/MAGICAL MIXTURES:

- Herbal remedies
- Philtres
- Magical mixtures
- Herbal elixirs
- Toxic powders
- Venoms & poisons
- Potions
- Alchemical dusts

ADVANCED ALCHEMICAL/MAGICAL OPERATIONS:

- Advanced alchemical equipment
- Advanced alchemical substances
- Essences
- Golems
- Machina
- Homonculi & aqua vitae
- Necromantic rituals
- Advanced necromantic rituals

ALCHEMICAL/MAGICAL DEVICES, WEAPONS & ARMOR:

- Alchemical devices
- Minor magic items
- Magic staves, rods & wands
- Greater magic items
- Magical weapons & armor

Note: A complete listing of equipment and ingredients can be found in the appendix at the end of the book.

ACQUIRING MAGICAL/ALCHEMICAL SKILLS

While spell casters acquire specific magical/alchemical skills as they progress upwards in level of ability, individuals of any profession may acquire certain of these talents. However, in order to do so, he or she must obtain the services of a skilled tutor. Certain prerequisites may have to be met prior to the mastering of any such skill, as follows:

Type of Skill	Cost to Acquire	Prerequisites
Herbal Elixirs	2,000 X.P.	Herb Lore and Herbal Remedies or Philtres
Philtres, Magical Mixtures	2,000 X.P.	Read Magic Skill
Herbal Elixirs	2,000 X.P.	Herb Lore, Herbal Remedies or Philtres
Toxic Powders, Venoms	2,000 X.P.	None
Potions	2,000 X.P.	Read Magic Skill, Philtres and Magical Mixtures or Herbal Elixirs

Note: A minimum of 2 months (game time) is required to master any of these magical/alchemical skills.

ALCHEMICAL/MAGICAL SIGNS AND SYMBOLS

RUNES

Runes are writings of magical power which must be engraved or etched into an object or device in order to be effective. The articles most commonly engraved with runes are bracers, swords, shields, axes, daggers, wands, and staves.

Materials: No special materials are required, though a sharp instrument is necessary in order to engrave or etch the rune into the surface of the article that is to be enchanted.

Time To Complete: 1 full hour.

Chance of Success: 100%.

Comments: The use of rune magic is subject to the following restrictions:

- With the exception of witches, warlocks, and druids (and shamans; see *Note*), no individual may carry more than 3 runic devices on his or her person at a given time. Runes are powerful magic, and only those who are skilled in the use of such enchantments can control more than 3 such devices at once. Also note that runic devices of any sort are considered magic items, and count towards the maximum number of magic items (7) which an individual may carry on his or her person.
- Rune staves and rune wands are the only devices which may be engraved with more than *1* rune (see the rune for "yew"). Only druids and shamans possess the ability to use such devices.

Note: Although the runes listed in this book are primarily of Germanic origin, many primitive cultures employed rune-like markings in their magical rituals. For this reason, shamans should be allowed to use rune magic, though (at the Game Judge's option) shamanistic runes may be made to differ slightly in appearance.

Cold: Bestows +1 saves vs. cold-based attacks.

Courage: Bestows +1 saves vs. magical fear and influence.

Death: A cursed rune used only on certain types of rune wands. Once a day the maker of such a wand may use it to cause any single living creature to save vs Will or lapse into unconsciousness (death will result within seven days unless the curse is removed). Range is 20 ft.

Deity: Bestows +1 saves vs. the special attack forms of all undead creatures.

Fire: Bestows +1 saves vs. fire-based attacks.

Good: Allows the bearer to detect the presence of Black Magic at will. Range is 10 ft.

Light: Causes any item engraved with this rune to give off a 20 ft. radius circle of light on command.

Possession: A cursed rune used on shackles or fetters; any individual bound with such a device must obey the commands of its maker (a *Remove Curse* spell will negate the power of this rune).

Protection: Bestows +1 defensive protection (vs physical attacks) to any shield, armor, bracers or amulet.

Travel: Allows the bearer to avoid becoming lost in any unfamiliar terrain (the bearer will always be able to determine in which direction "due north" lies.

War: Bestows +1 attack capabilities (and +1 damage) to any weapon which this rune is engraved upon.

Yew: Any staff or wand engraved with this powerful rune can be turned into a runestaff or runewand. Up to three additional runes may be carved into either of these magical devices (the making of such a device takes 1 full day). Note that no individual may ever possess more than *1* of these magic items.

SYMBOLS

Symbols are magical inscriptions that may be inscribed in the air, over archways, on doors or chests, etc. Unlike runes, symbols need not be engraved or etched into a solid surface or object; rather, the caster need only trace the outline of any given symbol with his or her hand (or a wand or staff) in order for it to be effectively inscribed in the desired area. There are 2 different types of symbols:

1) ***Symbols of Power:*** These inscriptions cause a specific, spell-like power to be released when they are viewed or encountered by any individual except their caster. Their effective range can never exceed a 20 ft. radius area. Symbols of Power can also be used as wards, if desired.

2) ***Symbols of Warding:*** These inscriptions are defensive in nature, and are used to prevent trespass by certain types of creatures or afford protection vs. certain types of spells. In effect, a Symbol of Warding acts as an invisible barrier or shield which prevents entrance or intrusion of the warded creature or spell. Effective range can never exceed a 20 ft. radius area from the spot where the symbol has been inscribed.

Note: Unless used in the creation of a greater magic item, a symbol may not be carried or worn; i.e., it must remain in the exact location where it was inscribed. There is no limit to the duration of a symbol's power, though it is possible to dispell any symbol by inscribing an appropriate counter-symbol. The only other way to negate the power of a symbol is to cast an appropriate counter-spell upon it (chance of success is 50% per attempt).

SYMBOLS OF WARDING

Ward vs Arrows: Confers protection from arrows *and* cross bow bolts.

Ward vs Death Magic: Confers protection from death spells of all sorts.

Ward vs Demons: Keeps demons from physically entering or passing through the symbol's area of effect.

Ward vs Devils: As per a *Ward vs Demons*, only devils are affected.

Ward vs Elementals: As per a *Ward vs Demons*, only elementals are affected.

Ward vs Insanity & Magical Influence: Confers protection from magical influence, control and insanity.

Ward vs Intruders: Magically alerts the caster (wherever he or she is) the moment that any trespasser or intruder enters the symbol's area of effect.

Ward vs Magical Energy: Confers protection from any magical energy attack (such as *Power Bolt, Word of Power, Mystic Bolt,* etc.)

Ward vs Scrying: Confers protection from scrying or divination attempts.

Ward vs Spirits: As per a *Ward vs Demons*, only spirit beings are affected.

Ward vs Swords: Confers protection from swords of all sorts.

Ward vs Thieves: Cast on doors, chests, etc. to provide protection vs lock-picking attempts, knock spells, etc.

Ward vs Undead: As per a *Ward vs Demons*, only undead creatures are affected.

SYMBOLS OF POWER

All-Seeing: Dispells illusions and reveals all things invisible.

Apathy: Save vs Will or victims become listless and bored. Duration of effect: 5-20 minutes.

Antipathy: Save vs Will or victims become violent, attacking all in sight. Duration of effect: 5-20 minutes.

Command: Save vs Will or victims must obey any one command (chosen by the caster *prior* to inscribing the symbol).

Confusion: Save vs Will or victims become totally disoriented. Duration of effect: 5-20 minutes.

Demon's Bane: Causes any demon within the symbol's area of effect to suffer 1-8 points of damage per round until such time as it leaves the affected area. Duration of effect: 5-20 minutes.

Devil's Bane: As per *Demon's Bane*, but this symbol affects devils.

Disperse Energy: Disperse any wall, sphere, or bolt of force.

Dragon's Eye: Save vs Will or victims will flee in mindless terror. Duration of effect: 5-20 minutes.

Energy: Save vs Constituion or victims are rendered unconscious. Duration of effect: 5-20 minutes.

Elemental Power: Causes any creatures within the symbol's area of effect to suffer 1-8 points of fire, cold, or electrical damage (caster's choice) per round until such time as they leave the affected area. Duration of effect: 5-20 minutes.

Eye of Fire: Causes all highly combustible items (paper, cloth, dry wood) within the symbol's area of effect to burst into flame (roll a save for each applicable item).

Freedom: Frees all individuals (in the symbol's area of effect) from any magical or non-magical bonds, restraint, or entanglement.

Free Will: Restores all victims of magical influence of control (within the symbol's area of effect) to their normal mental state.

Gate: Opens a gate to any plane of existance desinated by the caster.

Imprisonment: Save vs Dexterity or victim(s) imprisoned in a 10x10x10 ft. cube of force. Duration: 5-20 minutes.

Insanity: Save vs Will or victims are rendered insane.

Light: Causes all individuals in the symbol's area of effect to save vs Speed or be blinded for 5-20 minutes.

Pain: Save vs Constitution or victims are incapacitated due to agonizing pain. Duration of effect: 5-20 minutes.

Silence: Save vs Will or victims will be rendered incapable of speech or vocal communication. Duration of effect: 5-20 minutes.

Spirit's Bane: As per *Demon's Bane*, but this symbol affects spirit beings.

ALCHEMICAL MEASURES (AND RELATED SIGNS AND SYMBOLS)

Note: The following section has been included for those players and/or Game Judges who wish to add a bit of "color" to their campaign, and to serve as an explanation of the system of weights and measures commonly used by the alchemist. Signs and symbols may be substituted for abbreviations whenever the player or Game Judge desires.

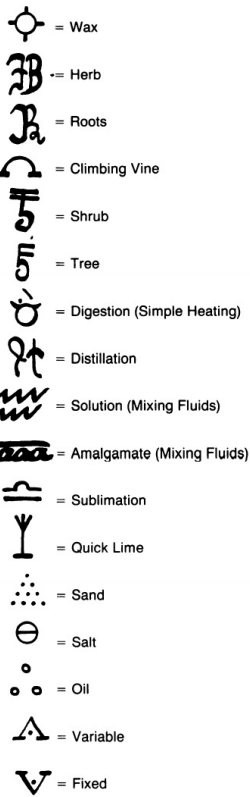
APOTHECARIES' MEASURE (LIQUIDS)

60 minims	=	1 fluid dram
8 fluid drams	=	1 fluid ounce
16 fluid ounces	=	1 pint
8 pints	=	1 gallon

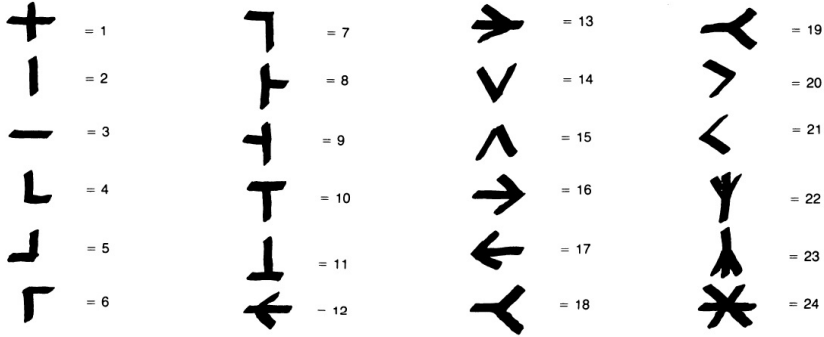
APOTHECARIES' WEIGHT (SOLIDS)

20 grains	=	scruple
3 scruples	=	dram
8 drams	=	1 ounce
12 ounces	=	1 pound

SIGNS AND SYMBOLS



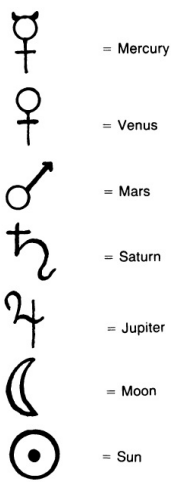
ALCHEMICAL CIPHERS



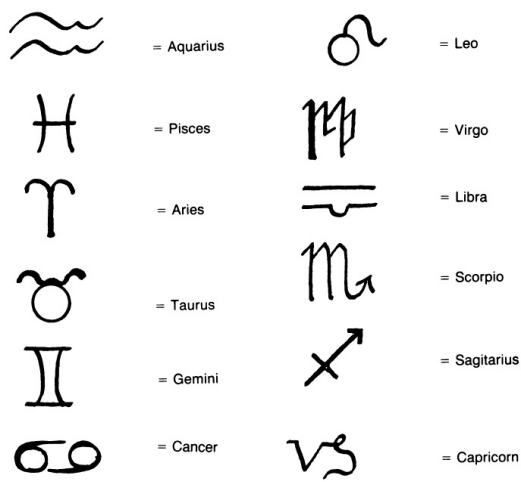
MAGICAL AND ASTROLOGICAL INSCRIPTIONS

The following magical alphabets and astrological signs may be used on talismans, or to simply add a little color to the campaign, scholars will note the relationship between alchemical symbols and planetary signs.

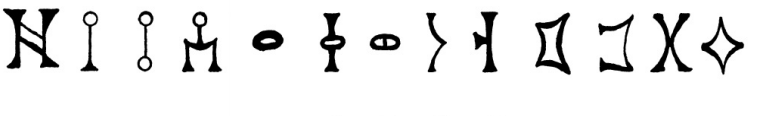
Planetary Signs



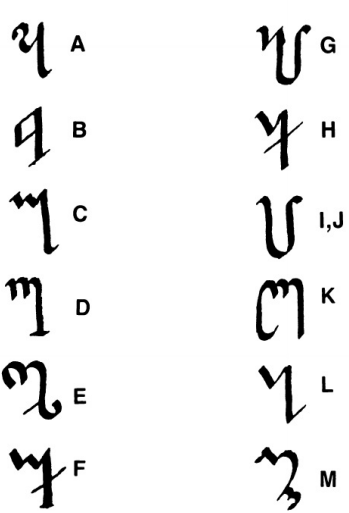
Zodiac Signs



A B C D E F G H I J K L M



N O P Q R S T U V W X Y Z



Symbol designating the end of a Sentence

ALCHEMICAL/MAGICAL MIXTURES

HERBAL REMEDIES

Herbal Remedies are fluid mixtures or salves which have magical healing properties. Unlike herbal elixirs, these remedies are the products of the most primitive forms of low magic.

Materials: All Herbal Remedies require 1 fl. oz. of clear water as a base.Unlike other mixtures, ingredients are not added by weight. Instead, each remedy generally requires the use of an entire plant's worth of ingredients; i.e., only the choicest parts of any single plant are potent enough for use in these primitive mixtures. While a mortar and pestle are not necessary for this operation, a small bowl or pot is needed for mixing and boiling the ingredients in the fluid base,

Time to Complete: 40 + 1-20 minutes.

Chance of Success: 99%.

Comments: Herbal Remedies can be made from fresh or dried herbs. When available, Herbal Remedies can generally be obtained for 100 G.P. each.

HERBAL REMEDIES (whole plant is used)

Aphrodisiac Antidote: Hellebore. Cures love sickness.

Anti-Parasitic: Hyssop, thyme, or wormwood. Rids the body of all parasites in 1-4 minutes.

Cure Amnesia: Sage. Restores normal mnemonic abilities.

Cure Apathy: Bishop's weed. Relieves apathy.

Cure Antipathy: Asarabaca. Cures violent tendences.

Cure Blindness: Any *two* of the following: anemone, eye bright, rose. Restores normal vision.

Cure Disease: Agrimony, corriander. Rids the body of disease.

Cure Insanity: Any *three* of the following: asarabaca, balm, black hellebore, calamint, fumitory, peony. Cures mental disease of any sort.

Cure Paralysis: Asparagus and gladwyn. Antidote for paralysis of any sort.

Heal Burns: Barberry, moss and shepherd's purse. This salve cures 2-16 points of burn damage when applied (application takes at least 1 full minute).

Healing: Any 4 of the following: amaranth, all-heal, bindwood, bryony, groundsel, moonwort, periwinkle, rosemary, self-heal. Heals 1-8 points of damage when taken internally.

Insect Venom Antidote: Trefoil. Cures 2-16 points of damage from any type of insect or spider venom, and stays the course of any such venom in 1 minute's time.

Poison Antidote: Any 3 of the following: alkanet, basil, tamarisk, thistle,, trefoil. Acts as per Insect Venom Antidote, but is effective versus any poison or venom.

Relieve Fever: Rampion or whortle. Will restore normal body temperature in 1-4 minutes.

Relieve Pain: Bindwood, groundsel, or germander. Relieves pain of any sort in 1 minute.

Relieve Skin Irritations: Flax weed or plantain. Relieves itching or skin irritations of any sort in 1 minute.

Remove Curse: Adder's tongue and bittersweet. Negates the effects of any relatively minor (Level 1-3) curse or malediction.

Remove Fear: Borate. Removes magically or non-magically caused fear.

Restore Speech: Lavender. Restores normal vocal abilities.

Sedative: Asarabaca and yarrow. Induces restful sleep within 1-4 minutes. If taken along with any healing remedy or potion, this mixture *doubles* the healing properties of the remedy. Note that sedated individuals will be groggy and unsteady (1/2 all combat/spell abilities) if awakened before the Sedative wears off. Duration is 2-8 hours.

PHILTRES

Philtres are fluid mixtures which, when taken intenally, cause the drinker to experience a specific emotion or reaction. Unless stated otherwise, duration of effect for any philtre is 5-20 minutes.

Materials: All philtres require 1 pint of wine as their fluid base. A mortar and pestle and a fire source are needed to perform the operation.

Time to Complete: 5-8 (d4+4) hours per philtre.

Chance of Success: 90% +1% per level of ability (maximum is 99%).

Comments: Because philtres are made with wine, it is extremely difficult to differentiate such mixtures from normal drink (save vs Intelligence at a penalty of -4 if the intended victim actually questions the nature of any philtre offered to him or her as wine). Like potions, the effects of any philtre are instantaneous, and automatic (no save once an individual has ingested the philtre).

Note: When available, philtres generally cost 100 G.P. each.

TYPES OF PHILTRES WHICH CAN BE MADE

Apathy: 4 drs. mustard seed. Victim will become bored and will lose interest in any type of activity or discussion.

Compliance: 2 drs. each of linden bark and lychis. Victim will be most agreeable to any suggestion that seems fairly reasonable, and will act upon it at once.

Curiosity: 4 drs. sycamore bark. Victim will become curious and anxious to investigate the first subject brought to his or her attention.

Friendship: 2 drs. each of ivy and chicory. Victim will treat any individuals around him (or her) as close and trusted friends.

Love Philtre: 1 dr. each of any *four* of the following: apricot, caraway, clary, dill, ginseng, jonquil, jasmine, olive, orchis, periwinkle, red heather. Victim will fall madly in love with the first individual who's name he or she hears spoken. Duration in this case is permanent, or until countered by a spell or antidote.

Loyalty: 2 drs. each of lime and mint. Victim will behave in a fiercely loyal manner towards the first individual whose name he or she hears spoken.

Mirth: 4 drs. crocus. Victim will laugh, giggle and smile for the duration of the enchantment.

Recklessness: 2 drs. each of almond, oats, larch. Victim will react without the slightest fear or caution, regardless of the circumstances surrounding him or her.

Refusal: 4 drs. lichen. Victim will react negatively to any suggestion or proposal, regardless of its nature.

Sorrow: 2 drs. each of jujuba and willow. Victim will be overcome with grief and weep continuously for the duration of the enchantment.

Treachery: 4 drs. whortleberry. Victim will betray the first individual whose name he or she hears spoken. The exact nature of the betrayal (abandoning a friend in trouble, turning in a friend to the authorities, etc.) is up to the Game Judge to decide. Note that there is no time limitation with respect to this philtre. The victim will betray the designated individual at the first opportunity.

Violence: 4 drs. lobelia. Victim will become violent and will commence attacking the first person whose name he or she hears spoken.

Voraciousness: 4 drs. lupine. Victim will immediately develop an insatiable appetite, and begin devouring any food in sight. If food and drink are not immediately available, the victim will abandon whatever he or she was doing in favor of the pursuit of edible substances.

MAGICAL MIXTURES

Materials: A mortal and pestle, small cauldron or crucible, and a reliable heat source (lamp, furnace, etc.) are needed to concoct the magical mixtures listed below.

Time to Complete: 1 day per mixture.

Chance of Success: 90% + 1% per level of ability (maximum is 99%).

Comments: All magical mixtures radiate a faint magical dweomer. Magical inks must be stored in crystal containers (vials, inkwells, etc.) or they will lose their magical properties. Fragrant oils must likewise be kept in crystal cruets or vials, though magical powders may be stored as desired.

Note: Most magical mixtures sell for 100-200 G.P. each, depending on the quality of the materials used (magical inks may cost 700-1000 G.P. per 7 dr. quantity).

MAGICAL MIXTURES

Fragrant Oils: 1 dr. of myrrh, cinnamon and olive oil. Used to annoint the forehead (and sprinkled within the circle of protection). Gives the user +1 saves with respect to the summoning or evocation of hostile beings.

Magical Fumes: Magical Fumes are powders which must be burned in a brazier or other fire source in order to be effective. The five most common types are:

Fumes of Favorable Aspect: 7 drs. each of frankincense and myrrh. Gives the user + 1 saves with respect to the summoning or evocation of hostile beings.

Fumes of Precognition: 7 drs. each of black poppy, hazelwood, and linseed. Bestows upon the user a vision of some future event. The vision will generally be somewhat vague or cryptic, but will always come to pass.

Fumes of Spirit Banishing: 7 drs. each of black myrrh and sulphur. Forces all spirit, astral, and/or demonic presences (within a 20 ft. radius area of the fumes) to save vs. Will or return to their home planes).

Fumes of Spirit Detection: 7 drs. each of artemesia, flax and hemp. Causes all spirit, astral or invisible presences (within a 20 ft. radius area of the fumes) to become visible at once, and to remain so for a minimum of 10 minutes.

Fumes of Spirit Evocation: 7 drs. each of aloeswood, amber, anise and crocus. Evokes a spirit (type determined by the Game Judge) which will truthfully answer any single question pertaining to the area in which it was summoned. Upon answering the question put to it, the spirit will depart. If evoked again within 24 hours, the spirit may become angry and seek to harm the summoner (50/50 chance).

Magical Inks: 7 fl. drs. of giant squid's ink, 1 dr. each of powdered gall oak and gold. Yields sufficient ink to inscribe up to 7 spells.

Powders of Conjuration: 7 drs. of animal ingredients (according to of creature being conjured). Used as a material component for all conjuring spells. Note that any deceased creature will yield only 7 drs. of useable conjuring ingredients, regardless of its actual size or weight.

HERBAL ELIXIRS

Herbal Elixirs are fluid mixtures similar in effect to potions but having a much shorter duration (d6 + 4 minutes, unless otherwise stated).

Materials: All herbal elixirs require 1 fl. oz. of clear water as a base. A mortar and pestle and a fire source are needed to perform the operation.

Time to Complete: 1-4 hours per herbal elixir (1/2 this if concocted by an alchemist).

Chance of Success: 90% + 1% per level of ability (99% is maximum).

Comments: Herbal elixirs can be made from fresh or dried herbs.

Note: When available, herbal elixirs generally sell for at least 200 G.P. each.

TYPES OF HERBAL ELIXIRS WHICH CAN BE MADE

Beauty: 2 drs. each of oleander and orchid. Temporarily bestows unearthly beauty to any female.

Charisma: 4 drs. cinquefoil. Temporarily increases Charisma by 1-4 points.

Charm: 4 drs. cellandine. Allows the drinker's gaze to act as a Charm spell against any single intended victim (victim is allowed a save vs Will to resist).

Detect Illusion: 4 drs. purslane. Range is 20 ft.

Divination: 4 drs. hazel bark. Allows the drinker to divine the answer to any single "yes" or "no" question.

Elixirs of Protection: All Elixirs of Protection protect the drinker from harm by the specific type of creature or effect which the elixir is intended to ward off. Warded creatures will be unable to approach within a 1 ft. radius area of any protected individual.

- **Protection from disease:** 2 drs. each of camphor and gentian.
- **Protection from evil:** 2 drs. each of nettle, parsley and sesame.
- **Protection from lightning:** 4 drs. laurel.
- **Protection from lycanthropes:** 4 drs. wolfsbane.
- **Protection from magical influence:** 4 drs. tansy.
- **Protection from passion and desire:** 4 drs. flag.
- **Protection from serpents:** 4 drs. draconium.
- **Protection from spirits:** 4 drs. fennel.
- **Protection from vampires:** 4 drs. garlic.

Elixirs of Resistance: All Elixirs of Resistance give the drinker a bonus of +2 saves vs the specific type of effect which the elixir is intended to ward.

- **Magic resistance:** 2 drs. each of angellica and ash buds.
- **Necromancy resistance:** 4 drs. rowan buds.
- **Witchcraft resistance:** 4 drs. elder berries.

Flying: 2 drs. each of belladonna and hemlock.

Hawk's vision: 4 drs. hawkweed. Allows the victim to see even the most minutely detailed objects up to a range of 1 mile (line of sight permitting).

Heroism: 2 drs. each of euphorbia, oak leaf, vervain. Temporarily gives the drinker maximum Strength and Will (according to the drinker's race).

Invisibility: 4 drs. fern.

Lock-picking: 4 drs. mistletoe. Gives the drinker +50% chances of picking any lock (including individuals with no previous lock-picking ability).

Luck: 2 drs. each of saffron and lotus. Gives the drinker a +1 bonus on all saves.

Neutralize Toxins: 4 drs. juniper. Neutralizes and renders harmless any poisons which may have been added to food, drink, or magical/alchemical mixtures. Note that this elixir must be added to (or sprinkled over) the substance in question in order to have the desired effect.

Premonition: 4 drs. mugwort. Allows the drinker to determine if any 100 ft. radius area represents a danger to himself or herself. Note that while the general location of the threat can be determined, the exact nature of the danger (if any) cannot.

Speak With The Dead: 4 drs. locust. Allows the drinker to ask any recently deceased (24 hours) individual up to three questions. The answers received may be cryptic in nature, but will always be truthful.

Strength: 4 drs. betony. Temporarily increases Strength by 1-4 points.

Truth: 4 drs. sunflower. Acts as a truth serum for any who drink it.

TOXIC POWDERS

Toxic Powders are noxious substances which may be added to food or drink, thrown in vials, dispersed by hand, or propelled into the air by the use of a blow tube (range: 5 ft., area of effect: 2 1/2 ft. radius). Duration of effect is variable, as stated.

Note: The intended victims are always allowed a save (vs Constitution, unless otherwise stated) to avoid the effects of a Toxic Powder unless the victim willingly or unwillingly *ingests* such a substance.

Materials: A mortar and pestle is required to pulverize the ingredients necessary to concoct any toxic powder, as well as a small bowl or pan in which to heat and prepare the mixture.

Time to Complete: 1 day per powder (99% is maximum).

Chance of Success: 90% + 1% per level of ability.

Comments: Toxic Powders are both volatile and dangerous. As even the slightest accident can be disastrous, any individual who attempts to concoct a Toxic Powder must roll a save vs Dexterity (at a bonus of +1 per level of ability). If the save is successful, no accident occurs. If the save fails, the Game Judge must roll on the *ALCHEMICAL MISHAP TABLE* located in the appendix.

Note: Though illegal in most areas, Toxic Powders may sometimes be purchased (through certain underworld connections) for 200-300 G.P. per dose.

TOXIC POWDERS

Powder of False Death: 7 drs. skullcap. Causes victims to fall into a death-like coma. Individuals skilled in the healing arts may be able to note that the victim is still alive (by making a save vs Intelligence), but others have only a 5% chance of noticing the victim's true condition. Duration of the comatose state is 48 hours, or until such time as a poison antidote is administered.

Powder of Temporary Amnesia: 4 drs. absinthe. Causes temporary (5-20 minutes) loss of memory.

Powder of Ill Fortune: 4 drs. black thorn. Cause victims to suffer a -1 penalty on all saves for a period of 24 hours.

Powder of Hallucination: 2 drs. common nightshade. Victims will experience hallucinations of frightening intensity for 5-10 (d6+4) minutes. Combat or spell casting is impossible, and there is a 5% chance for each minute of hallucination that the victim may go "permamently" insane.

Powder of Nausea: 4 drs. cyclamen. Causes victims to be incapacitated for 5-10 (d6+4) minutes due to extreme nausea.

Powder of Paralysis: 4 drs. liverwort. Causes victims to be unable to move or speak for 5-10 minutes.

Powder of Sleep: 4 drs. meadow saffron. Causes victims to fall into a deep sleep within 1-4 minutes of contact with the toxin. The duration of this narcotically induced sleep is approximately 1 hour per dose.

Powder of Slowness: 2 drs. of water hemlock. Causes victims to move and attack at 1/2 speed (as per a Slow spell). Duration Is 5-10 minutes.

Powder of Vertigo: 4 drs. yellow mellilot. Causes victims to experience severe dizziness for 5-10 minutes. If the victim does not sit or lie down immediately, there is a 50/50 chance per minute that he or she will fall.

Powder of Uncontrollable Itching: 4 drs. marsh crow's foot. Causes victims to experience such maddening itching and irritation that they must save vs Will once per each minute of the powder's duration or be unable to concentrate on fighting, spell casting, etc. Duration is 5-10 minutes.

Type I Poison Powder: 2 drs. each of hellebore and purple foxglove. Causes 1-6 points of damage per minute for 5-10 minutes.

Type II Poison Powder: 2 drs. each of monk's hood and spotted hemlock. Causes 1-8 points of damage per minute for 5-10 minutes.

Type III Poison Powder: 4 drs. of deadly nightshade and mandrake. Causes 1-10 points of damage per minute for 5-10 minutes. Those who are lucky enough to survive exposure to this toxin will still be incapacitated for 1 full hour.

NARCOTIC POWDERS

Black Lotus: The powder or smoke of the black lotus is said to be a powerful hallucinogen capable of endowing the user with extrasensory awareness (E.S.P., Clairaudience, and Clairvoyance). A 1 dr. quantity is supposedly sufficient to attain the desired effect, which has a duration of approximately 1 hour. Repeated use runs a cumulative 5% chance of black lotus addiction, a condition for which there is no known cure. Long time back lotus addicts have been said to require up to 24 drs. of this substance per day in order to avoid the excruciating and usually (99%) fatal withdrawal pains associated with the use of this substance.

Darnell: 1 dr. placed in food or drink will cause the victim to fall into a stuporous sleep. Duration of this narcotically induced sleep is 1 hour per dose.

Poppy: 1 dr. placed in food or drink will cause victims to become highly intoxicated (all saves reduced by 1/2) for 1-4 hours. Repeated use runs a cumulative 1% chance of addiction.

Yage: Causes the user to save vs Will or experience terrifying hallucinations for 5-20 minutes. There is a 1% chance per minute that those who fail their save will go permanently insane, but those who make their save will receive a vision of some future event. Note that repeated use runs a cumulative 5% chance that the user will become *immune* to the toxic side effects of this substance, explaining the popular use of Yage by certain groups of shamans and witch doctors.

VENOMS AND POISONS

Venoms are resinous toxins which may be applied to edged weapons, darts, pins, arrows, etc. All venoms listed below are systemic toxins and must be introduced via a wound or puncture in order to be effective.

Poisons are liquids which may be added to food and/or drink. These substances must be *ingested* in order to be effective.

Materials: A mortar and pestle, small cauldron or crucible, and a reliable heat source (lamp, furnace, etc.) are needed in order to concoct any venom or poison.

Time to Complete: Venoms and poisons take 1 full day to concoct, per dose.

Chance of Success: 90% + 1% per level of ability (maximum is 99%).

Comments: Venoms and poisons are extremely dangerous to concoct, and even a minor accident may prove fatal. For this reason, any individual concocting a venom or poison must save vs Dexterity (at a bonus of +1 per level of ability) or suffer exposure to the toxin (through an accidental cut or scratch, inhaling toxic vapors, etc.). A single dose of venom will be sufficient to effectively coat one or more of the following:

- 1 sword of any size.
- 1 axe (two-handed).
- 2 hand axes.
- 4 spear or javelin heads.
- 6 dagger
- 10 arrows or crossbow bolts.
- 20 war darts (any type).

Combinations are possible, of course, and this table can be used for comparison purposes with other (unlisted) weapon-types you may use in your campaign. Note that a venom "coating" will only last until the first successful hit that its wielder makes on a given target, afterwhich the weapon will have to be coated again in order for it to have any further toxic effect.

Note: Venoms and Poisons are very difficult to purchase throughout most of the Atlantean world, where only alchemists may *legally* have access to them. In less restricted locales they may sometimes be purchased illegally for 200-600 G.P. per dose.

TYPES OF VENOMS

Curare: Curare is a vegetable toxin whose composition is generally known only to the shaman and warriors of certain jungle-dwelling tribes. Most often applied to the tips of darts or arrows, Curare causes paralysis and loss of motor and muscle control. Its effects are almost instantaneous (1-2 rounds), and last for 5-20 minutes in victims who are lucky enough to survive (save vs Constitution or die from heart and lung failure).

Ghoul's Venom: 4 drs. ghoul's tongue. Victims who fail to save vs Constitution will be paralyzed for 5-20 minutes.

Scorpion Venom: 4 drs. scorpion venom. Causes 2-8 points of damage per minute for 10 minutes (save vs Constitution for 1/2 damage).

Spider Venom: 4 drs. spider venom. Causes 2-16 points of damage per minute for 10 minutes (save vs Constitution for 1/2 damage).

Snake Venom: 4 drs. cobra, viper, or asp venom. Causes 2-12 points of damage per minute for 20 minutes (save vs Constitution for 1/2 damage).

Wyvern Venom: 4 drs. wyvern's tail. Causes death within 2-8 minutes (save vs Constitution = loss of 1/2 the individual's remaining hit points).

TYPES OF POISONS

Slow Poison: 1 dr. mercury, 3 drs. spider venom. Administered daily in minute doses placed in food or drink, slow poison will cause the victim to gradually weaken and lose 1 point of Constitution every 2 days. When the victim's Constitution reaches 5 or less, he or she will be bed-ridden. When Constitution reaches 0 the victim will expire (no save).

Black Death: 1 dr. each of mandrake, deadly nightshade, ghoul's tongue and wyvern's tail. Causes excruciating pain, convulsions, and nearly instantaneous death. Victims who make successful saves vs Constitution lose 1/2 their remaining hit points, will be incapacitated for 1-2 hours, but will *not* die.

POTIONS

Potions are fluid mixtures which temporarily give the drinker magical or spell-like powers. Unless stated otherwise, duration of effect for any potion is 40 + 1-20 minutes. Duration for healing potions is, of course, permanent.

Materials: All potions require a base consisting of 1 pint of clear water, l dr. each of powdered gold, silver, and copper, plus 1 ct. each of any seven gemstones (also powdered). The minimum equipment required to concoct potions of any sort includes a mortar and pestle, a small cauldron or alembic, and a furnace.

Time to Complete: 1 week per potion.

Chance of Success: 90% + 1% per level of ability (maximum is 99%).

Note: Alchemists may substitute 2 drs. of Rare Earths for the 7 cts. of gemstones required to concoct the potion base.

Comments: While any potion is in the process of "fermenting," it is extremely volatile. The chance of a mishap occuring between the 2nd and 7th days is 1% (roll % dice on the *ALCHEMICAL MISHAP TABLE* located in the appendix). It is possible to substitute herbal ingredients of similar properties for hard-to-get animal ingredients, but this method requires the maker to *double* the quantity of materials used in the potion base. Furthermore, such substitutions *reduce* the chance of success by -25%.

Note: When available, potions typically sell for a minimum of 400 G.P. If very costly ingredients were required to make the potion, the price will reflect this factor. Also note that alchemists may substitute two drs. of Rare Earths for the seven cts. of gemstones required to concoct the potion base.

POTIONS

Ageing: 2 drs. of thread from a ghost's shroud. Causes the drinker to age 10 years.

Beserk Rage: 1 dr. each of minotaur and rhino's horn. Drinker will fly into a rage and murderously attack the nearest living creature. All attacks are doubled, and duration is 2-12 minutes.

Charisma: 2 drs. lodestone plus 1 ct. powdered beryl. The drinker's Charisma temporarily increases by 1-4 points.

Cure Insanity: 2 cts. each of powdered garnet and chrysolite. 95% effective cure for any form of insanity or mental illness.

Emotional Influence: 2 drs. each of powdered silver, gold, platinum, and 1 ct. powdered amethyst. The drinker will be able to produce the emotional response of sympathy, antipathy, or apathy in up to ten creatures or beings. Range: 20 ft. radius.

E.S.P.: 4 drs. shaitan's brain, and 1 ct. powdered pearl. Range: 20 ft.

Free Action: 2 drs. of marid's hair plus 2 drs. of powdered copper. Allows the drinker to move unimpeded through mud, water, or any form of entanglement. Also acts as an antidote vs. *Slow* spells.

Flying: 2 drs. of hippogriff or roc's feather; or 2 dr. manticore (or chimera) wing.

Gaseous Form: 2 drs. of vampire's blood, 1 ct. each of powdered sapphire and onyx. The drinker can change his or her body from solid to gaseous form.

Healing: 2 drs. of sulfur, 2 drs. of troll's blood, and 2 cts. of powdered jade. Heals 3-24 (3d8) points of damage.

Heroism: 2 drs. each of leopard's and lion's heart. Temporarily gives the drinker maximum Strength and Will (according to the drinker's race).

Longevity (youth) Ageing potion ingredients plus 2 drs. mercury. The drinker will become 10 years younger.

Magic Resistance: 2 drs. demon's heart and 2 drs. powdered lead. The drinker will acquire a temporary 20-50% (d4 + 1, x10) magic-resistance.

Night Vision: 2 fl. drs. of goblin's or elf's blood, and 1 ct. each of powdered diamond and black sapphire.

Potions of Control: These powerful concoctions give the drinker the ability to "charm" or control 1-4 creatures of any single, specific type. Controlled creatures will follow the drinker's commands and serve him or her until the potion's effects wear off, afterwhich they will become *extremely* hostile towards their former "master." All potions of control are made with 2 drs. of powdered tin, 1 dr. each of powdered gold, silver, and platinum, and 2 drs. of the specific animal ingredient desired; i.e., if a potion of dragon's control is to be made, then the alchemist will need to acquire 2 drs. of dragon's blood, bones, hide, etc.

Note: While a Potion of Control can be made for any type of creature or being, those with Will of 10 or greater are allowed a save.

Potions of Cursed (or Reversed) Effect: Any potion may be made into a cursed or reversed effect potion by adding 1 dr. each of: mercury, bat's wing, black cat's hair and powdered fly to the potions standard ingredients prior to mixing. Cursed potions are quite difficult to identify by Test with any degree of accuracy, there being a 50% chance that any Test will not indicated the presence of mercury in the mixture.

Note: *Magical* attempts at identification will also suffer this difficulty.

POTIONS OF DETECTION

Detect Danger: 2 drs. of bull's blood plus 2 drs. of powdered black opal. Allows the drinker to divine the presence of danger in any 100x100x100 ft. area. Note that the specific type of danger will not be known, but its general location *will.*

Detect Invisibility: 2 cts. powdered diamond. Range: 20 ft. radius.

Detect Lies: 2 cts. powdered agate. Range: 20 ft. radius.

Detect Magic: 2 drs. imp's blood, 2 dr. each of powdered silver, gold, platinum, and 1 ct. powdered pearl. Range: 20 ft. radius.

POTIONS OF IMMUNITY

Immunity to Black Magic: 2 cts. each of powdered emerald and chalcedony. Protects the drinker from all types of curses and maledictions.

Immunity to Cold: 2 drs. of yeti's hide or mummy's flesh, plus 1 ct. of powdered moonstone. The drinker will be immune to cold as long as the effects of this potion last. However, fire will do double damage to the drinker.

Immunity to Drowning: 1 ct. each of powdered malachite and coral. Temporarily gives the drinker the ability to swim *and* breathe water.

Immunity to Drunkeness: 1 ct. each of powdered jade and amethyst. Temporarily renders the drinker immune to the effects of alchohol.

Immunity to Fire: 2 drs. of salamander's scales, plus 1 ct. each of powdered ruby and fire opal. Effects are the opposite of an Immunity to Cold potion.

Immunity to Magical Influence and Control: 2 drs. of zombie's bones (or wight's skull), plus 1 dr. each of powdered topaz and emerald. Temporarily renders the drinker immune to any type of magical influence.

Immunity to Petrification: 3 drs. gargoyle's horn and 1 ct. powdered jade. Drinker will be immune to petrification attacks, but saves vs heat or cold-based attacks are made at a penalty of -2.

Immunity to Poison: 1 dr. unicorn horn and 1 ct. each of powdered agate and jade. The drinker will be immune to all types of poison, but 10% (2 in 20 chance) likely to fumble or trip if engaged in vigorous physical activity such as combat, running, etc.

POTIONS OF STRENGTH

Giant Strength: 2 fl. drs. giant's blood, 2 drs. powdered iron. The drinker will have the strength of a giant (according to the type of giant's blood used).

Ogre Strength: 2 fl. drs. ogre's blood and 2 drs. powdered iron. The drinker will have the strength of an ogre.

Protection from Evil: 1 dr. of hair or powdered bone from a saint. Protects the drinker from the physical attacks of any evil summoned or invoked creature.

Regeneration: 2 drs. troll's blood and 2 dr. sulfur. The drinker will regenerate 1 point of damage for each minute this potion is in effect.

Slowness: 2 drs. each of powdered snail's shell and lead. The drinker will temporarily have his or her speed and movement reduced by 1/2.

Speed: 2 fl. drs. of pegasus' blood, plus 2 drs. of hawk's feather. The drinker's Speed and the number of attacks per round are doubled for the duration of this potion. An unfortunate side-effect of this potion is that the drinker also ages 1 year for each dose taken.

Stealth: 2 drs. of powdered mouse's tail, plus 1 dr. of nymph's hair. Gives the drinker a 95% chance of moving silently through any type of terrain.

Stone-to-Flesh: 2 fl. drs. of dragon's blood. This is an antidote for flesh-to-stone attacks.

Vision: 2 ct. powdered diamond. The drinker will be able to see clearly up to 1 mile or 10x his or her normal sight range.

Water Breathing: 2 drs. makara's or triton's scales and 1 ct. powdered malachite. The drinker will be able to breathe while underwater.

ALCHEMICAL DUSTS

Alchemical Dusts are powdered mixtures which possess magical, spell-like properties. Like Toxic Powders, Achemical Dusts may be hurled in vials, dispersed by hand, or propelled through the air by the use of a blowtube. With few exceptions, the duration of effect for most Alchemical Dusts is 1 hour.

Materials: All Alchemical Dusts require a *base* of 5 drs. rare earths, 4 drs. of sulphur, and 1 dr. each of platinum, gold and silver.

Time to Complete: 2 weeks per each Alchemical Dust. (1/2 this if the alchemist works together with a wizard, sorcerer, or magician).

Chance of Success: 75% + 2% per level of ability. Add +10% if the Alchemist has obtained the aid of a wizard, sorcerer, or magician.

Comments: If sprinkled over an area, a single dose of any Alchemical Dust will be sufficient to cover 10x10x10 ft. worth of terrain, hallways, etc. Where applicable, intended victims should be allowed a chance to save vs Constitution in order to avoid the effects of any harmful Alchemical Dust. The making of these volatile substances always entails a 5% chance of a serious accident occurring (roll % dice on the Alchemical Mishap Table if this should happen).

Note: When available, Alchemical Dusts can generally be obtained for 500 - 1000 G.P. each.

ALCHEMICAL DUSTS

Blindness: Cure Blindness ingredients, plus 2 drs. of powdered mercury. Duration: 1 hour.

Charming: Charm Potion ingredients. As per the potion in effect. Duration: 1 hour.

Confusion: 2 cts. powdered amethyst, and 2 drs. of powdered mercury. Victims will be completely confused and indecisive. It is only 10% likely that such victims will be able to decide upon a course of action and actually *do* something. Duration: 1 hour.

Control: Ingredients from any desired Potion of Control. Like the specific Potion of Control in effect. Duration: 1 hour.

Desire: Aphrodisiac elixir ingredients, plus 2 cts. of powdered amethyst. Like the Aphrodisiac elixir in effect. Duration: 1 hour.

Detect Illusion: Detect illusion ingredients, plus 2 cts. of powdered Diamond. Illusory objects and/or creatures sprinkled with this dust will glow faintly and appear unreal. Duration: Works on contact, but the "glowing" effect lasts only a few seconds.

Disappearance: Invisibility potion ingredients, plus 2 cts. of powdered onyx. Objects and/or creatures sprinkled with this dust will become invisible. Duration: 1 hour.

Appearance: Dust of Disappearance ingredients, plus 2 drs. of powdered mercury. Invisible objects and/or creatures sprinkled with this dust will become visible. Duration: 1 hour.

Emotional Influence: 2 cts. powdered amethyst, plus the following ingredients (according to the effect desired):

- **Apathy:** 6 drs. each of powdered linden and mustard seed. Victims will become bored and disinterested in anything going on around them.
- **Sympathy:** 6 drs. each of powdered ivy and lychis. Victims will become sympathetic towards the first creatures that they encounter.
- **Antipathy:** 6 drs. each of powdered lichen and larch. Victims will become hostile and uncooperative towards the first creatures they encounter.

Note: Duration is 1 hour in all three cases.

Half-Weight: Flying potion ingredients, plus 2 cts. of powdered sapphire. Reduces weight of any *non-living* materials by 50%. Duration: 1 hour.

Hallucination: 6 drs. of nightshade. Like the Toxic Powder in effect. Duration: 1 hour.

Ill Fortune: 6 drs. blackthorn. As per the Toxic Powder in effect. Duration: 24 hours.

Instant Ice: 2 cts. each of powdered malachite and moonstone plus 4 drs. of Rare Earths. Freezes 1,000 cu. ft. of salt or fresh water. Duration: 1 hour.

Magic Detection: Detect Magic potion ingredients, plus 2 cts. of powdered diamond. Magical objects, creatures and/or areas sprinkled with this dust will glow faintly. Duration: Works on contact, but the "glowing" effect lasts only a few seconds.

Nausea: 6 drs. of cyclamen. Like the Toxic Powder in effect. Duration: 1 hour.

Non-Detection: 4 drs. of powdered lead, plus 2 cts. of powdered onyx. Hidden objects or traps sprinkled with this dust will be *undetectable* by magical means of any sort. Duration: permanent, or until:

- The object or trap is sprinkled with Dust of Appearance;
- A counter spell is cast upon the object or trap.

Panic: 2 drs. of powdered dragon's bones or devil's horn. Victims will drop whatever they are holding (weapons, wands, treasure, etc.) and flee in panic for the duration of the dust's effect. Duration: 1 hour.

Paralysis: 6 drs. of powdered liverwort. Like the Toxic Powder in effect. Duration: 1 hour.

Passive Action: Passive Action potion ingredients, plus 2 drs. of powdered copper. Like the potion in effect. Duration: 1 hour.

Petrification: 2 drs. each of powdered gorgon's and basilisk's eye. Victims who fail to save vs Constitution will be turned to stone. Duration: 24 hours.

Poison: 6 drs. of any single poison or toxic powder. Effects are the same as for the specific type of poison used. Duration: also as per the type of poison.

Rage: 2 drs. of powdered minotaur horn plus 2 cts. of powdered amethyst. Victims will fly into a terrible rage and attack anyone (even friends). Duration: 1 hour.

Sleep: 2 drs. of powdered meadow saffron and satyr's pipe. Victims fall into a deep sleep. Duration: 1 hour.

Slowness: 6 drs. of water hemlock plus 2 drs. of powdered lead. The victim's speed and movement will be reduced by 1/2. Duration: 1 hour.

Temporary Amnesia: 6 drs. absinthe. Victims will suffer a total (but temporary) loss of memory. Duration: 1 hour.

Trail-Erasure: Dust of Disappearance ingredients, plus 4 drs. of Rare Earths and a pinch of common soil. This dust can be used to erase any and/or all traces of tracks. It can be used indoors or outdoors, and will erase the equivalent of a path 10 ft. wide and 100 ft. long. Duration: Permanent.

Uncontrolable Itching: 6 drs. marsh crow's foot. As per the Toxic Powder in effect, except that the duration is 1 hour.

Vertigo: 6 drs. yellow melilot. Like the Toxic Powder in effect. Duration: 1 hour.

Water Evaporation: 2 drs. each of Rare Earths and powdered mercury plus 2 cts. of powdered malachite. Evaporates 1000 cu. ft. of salt or fresh water, of dries up 10,000 sq. ft. of swamp or marshland. Duration: Permanent.

Dust of Control: (Any) Potion of Control ingredients. Effects are the same as per the type of potion used, but the area of effect is as per Dusts. Duration: 1 hour.

ALCHEMICAL/MAGICAL DEVICES

ALCHEMICAL DEVICES

Materials: A 25 G.P. set of metal working tools, a 25 G.P. set of glass working tools, and a work area or lab are required in order to create any of these devices.

Time to Complete: 1 week per device, with the exception of a Rod of Detection (2 weeks for this device).

Chance of Success: 75% +2% per level of ability.

Comments: Only alchemists are able to employ cusps, prisms, and rods of detection.

TYPES OF DEVICES

Secret Compartment Ring: Minimum 1 oz. of any metal. This ring has a hinged top and hollow inside compartment which may be used to contain 1 dose of Toxic Powder or anything of similar size.

Poison Needle Ring: Minimum 1 oz. of any metal. This ring has a number of fake (or real, if you like) stones set in it. Pressing the correct stone(s) will cause a 1/4 inch needle to spring forth from either the palm side or the back side of the ring. The point of the needle can be laced with any desired venom.

Prisms: 1 G.P. of materials (silica, potash, lime, lead) plus 1 dr. of Rare Earths are used to create the glass for this device. When cast into a polyhedron-shaped crystal and finely polished, an alchemist can use this device to detect illusions.

The refracted light (as seen through the prism) must be examined for 1 full minute before a dermination can be made (save vs Intelligence to determine if an illusion is revealed through the use of a prism). Note that *only* alchemists can use prisms for this purpose.

Cusps: (Same materials as above, plus a drop of blood from an elf, dwarf, or goblin). Cusps are small glass lenses which are worn like the contact lenses of today. Any alchemist who wears them can see in the dark (night vision) to a range of 60 ft.

Cusps cannot be worn for more than 1 hour without risking permanent eye damage (+5% chance of blindness occurring per 10-minute period beyond the 1-hour limit); neither can they be used in conjunction with *any* other optical device.

Lenses: (Same materials as per Prisms). *Lenses* are concave optical devices (like magnifying glasses) which can be used to examine structures which may contain secret doors, traps, etc. 1 full minute of scrutinization is necessary for each 10x10 ft. area of ceiling, wall, or floor that the alchemist wishes to inspect.

Note: Roll a save vs Intelligence once per each minute of such scrutinization to determine if any irregularities are noticed. Such scrutinization will *not* determine what *type* of trap is present, if any, nor will it be able to detect *magically concealed* traps or doors.

Spy Glass: (Same materials per standard glass, plus 1 lb. of any strong malleable metal). A *spy glass* is like a small telescope, and consists of two lenses encased in a tubular metal housing. The strongest magnification possible in such a device will usually be 100x. Any character can use a spy glass.

Puzzle Locks: Minimum 2 oz. iron, steel, or other metal (depending on the size of the lock). *Puzzle locks* should actually be designed by the player/alchemist.

Wand of Phosphorescence: Minimum 2 doz. fireflies, 1 oz. toadstool, 1 dr. Rare Earths, plus prism ingredients. These glass wands will glow in the dark for 2-5 (d4+1) hours, and illuminate a 10 ft. radius around the holder. A *wand of phosphorescence* can be recharged by exposing it to sunlight for a minimum of 1 hour.

Alchemical Rod of Detection: 1 oz. each of Rare Earths, lead, mercury, iron, copper, silver, gold, and platinum; 2 oz. of sulfur (for bonding); and 2 oz. of lodestone (for attraction); 1 ct. (powdered) of each of the 12 gemstones. A plaster mold must be made to pour the molten ingredients into. The finished product will resemble a divining rod (12 inches in length, "Y"-shaped), and can be used to detect any single metal, element, or gemstone (1x per day, per level of the alchemist using it). Range is 20 ft.

Rods of detection can *only* be used by alchemists. The "detecting" ability of these devices lasts 10 minutes per usage.

SCROLLS

Materials: Magical inks, papyrus/vellum/hide or other similar material, and incense (enough for one ritual per scroll).

Time to Complete: One hour.

Chance of Success: 90% + 1% per level of ability (maximum is 99%).

Comments: Inscribing any scroll requires complete concentration, the procedure being comparable to spell casting in certain respects. Making a scroll takes as much energy as casting a spell, and in fact counts as a spell cast on the day that it is inscribed (success or failure has no bearing on this rule, which limits the number of scrolls which can be made per day). Only spell casters can create these devices.

Note: No scroll may contain more than a single spell. The casting of the spell renders the scroll useless thereafter.

HOLY ITEMS

The following items and substances can be made by practitioners of Divine Magic or Mysticism:

Holy Oil: This substance is used to anoint the body prior to the employment of any spell of invocation, exorcism or any other type of ritual. Holy oil bestows +1 saves upon the anointed, provided he or she is of good faith. Duration of effect is one hour. Each 1 fluid dram of holy oil will take one day to prepare, a full dram being required to achieve the desired effect. Cost in materials is 5 g.p. per dram.

Holy Symbol: When wielded by a practitioner of Divine Magic or Mysticism, a holy symbol is a powerful deterrent vs undead, demons and devils, who must save vs WILL (once per turn) or be unable to approach the wielder. Such devices are also of use in summoning rituals (see Summoning Rituals; Sealing a Pact). A holy symbol may be made in a single day's time, at a cost in materials of 1 s.p. for a wooden symbol, 1 g.p. for a silver symbol, or 5+ g.p. for a gold symbol. Holy symbols may also be purchased in shops which specialize in religious items.

Holy Water: This substance has many useful properties, not the least of which is its powerful effect when employed vs undead, demons, and devils (2-12 damage per vial). Items or individuals sprinkled with holy water receive a bonus of +1 saves vs curses of any type (duration: 24 hours), while individuals suffering from the effects of a minor hex or malediction can receive temporary relief from any ill symptoms by being annointed with holy water (duration: one hour per each vial used to anoint the victim). Holy water may be made in any receptacle that has been turned into a sacred article, at a cost in time of 10 minutes per fluid oz. (or vial).

Sacred Articles: Sacred articles may include such items as chalices, vessels, censers, and so forth. Any ordinary item of good-excellent quality may be made into a sacred article by spending one day imbuing the object with an aura of Divine Magic or Mysticism. Items imbued with such an aura can be used to increase the effectiveness of any spell, ritual, or other observance in which they are employed (Game Judge's ruling; increased duration, area of effect, or actual effect are a few possibilities). All sacred articles are considered magical for purposes of saves, and cannot be handled by undead, demons, or devils without causing these creatures great pain (1-4 damage per round; save vs WILL or release the item in question). The use of such items for any purposes not associated with the observance of one's faith is generally considered a sacrilege, and is certain to cause misfortune (or possibly retribution from some Deity or demi-god).

Votive Candles: These items can be made at a cost in time of one hour per candle, and a material cost of one g.p. each. When lit in the name of any single individual, a votive candle bestows a bonus of +1 saves to the individual no matter where he or she may be. The effects last as long as the votive candle continues to burn (generally about 12 hours).

MINOR MAGIC ITEMS (devices of spell storing)

Minor magic items are devices that are enchanted so that they can "store" from 1-7 spells. While alchemists can create these items, only spell casters can selectively determine the exact number of spells that a Minor Magic Item will be capable of storing.

Note: Items of spell storing *must* be recharged after each use.

Materials: All Minor Magic Items require a minimum of 1,000 G.P. worth of materials (fragrant herbs, incense, and other suitable offerings). In addition to this expense, the item which is to be enchanted must be of superior workmanship and/or quality. If the item in question cannot be made or found, it must be purchased. Cost in this case should be at least *10* times the price for an item of average quality like the one that is to be enchanted.

Time to Complete: 1 month +1 day per each spell the item is to store.

Note: Enchanting takes approximately 12 hours of uninterrupted work per day (alchemists: see *ESSENCES* for details).

Chance of Success: 99%. In the event of failure, the process must be repeated in its entirety. Note that success is dependent upon *daily* attention to the enchanting rituals. Missing one day will negate the effects of that week's enchantments and missing two or more days will *completely* negate the spell caster's previous efforts.

Comments: When available, Minor Magic Items typically sell for at least *twice* their material cast, *plus* 1,000 G.P. per each week required to enchant the item.

ADVANCED ALCHEMICAL/MAGICAL OPERATIONS

ADVANCED ALCHEMICAL EQUIPMENT

While many alchemical substances can be created in any well-equipped laboratory, the most advanced alchemical operations require the use of two highly specialized types of apparatus. Because of the personalized nature of the practice of Alchemy, alchemists who wish to attempt any high level operations must create their own aludel and athanor.

Materials: A fully equipped alchemical laboratory is necessary to create any advanced alchemical equipment.

Time to Complete: As stated in the description of each piece of equipment.

Chance of Success: 99%

Comments: Because of the special and individual properties of aludels and athanors, these pieces of alchemical equipment are rarely bought or sold; those who do purchase or acquire such pieces cannot use them for high level alchemical operations

ALCHEMICAL APPARATI

The Aludel: The aludel is the philosophical vase of the alchemists, and is a necessary component in the creation of the most advanced alchemical substances. To create an aludel, the alchemist must spend two full weeks isolating a great quantity of Rare Earths. 12 cts. of powdered quartz and 7 fl. oz. of clear ware added to the Rare Earths, and a clay-like paste is made, using this mixture.

A sealable urn or vase is then fashioned (about 12 inches high), and fired in a furnace for two weeks. At the end of this time, the aludel will be ready for use by the alchemist.

The Athanor: The athanor is the philosophical furnace of the alchemists, and is a necessary component in the creation of the most advanced alchemical substances. An athanor is created in much the same manner as the aludel, however 100 cts. of powdered quartz are required, and it will take one full month to isolate the necessary quantity of Rare Earths. Once it has been fashioned, the athanor must be kept fired for one full month in order to "cure" and ready it for use.

ADVANCED ALCHEMICAL SUBSTANCES

Materials: An aludel, an athanor, and a fully equipped alchemical laboratory are necessary to create any advanced alchemical substance.

Time to Complete: 2 weeks per substance

Chance of Success: 75% + 1% per level of ability (99% maximum)

Comments: Alchahest is a dangerously volatile substance, and is the leading cause of fatalities amongst practitioners of Alchemy. Any time a % *Chance of Success* roll indicates failure, there is a 15% chance that a mishap has occured (roll % dice on the *ALCHEMICAL MISHAP TABLE* located in the appendix).

The chance of a mishap occurring as a result of any unsuccessful attempt at making vitriol or orichalc is only 5%.

Note: Prices for advanced alchemical substances are as follows:

Alchahest	1000 G.P. per dose
Orichalc	2000 G.P. per dose
Vitriol	500 G.P. per dose

Alchahest: Ingredients for *potion* base, 2 drs. powdered mercury, a pinch of each metal and element (except *one;* see below), 1 ct. each of at least 12 different powdered gemstones, 1 dr. each of seven different herbs, and a drop of blood from each of the following: mammal, reptile, fish, bird. Alchahest will dissolve anything it comes in contact with at the rate of 1 cubic ft. per second (duration d20 x 3 seconds), *except* for the one metal or element omitted from the mixture; the chosen element or metal is the only substance immune to the alchahest mixture, and the only substance which may be used to contain the alchahest (besides an aludel). So much as a splash of alchahest will do 1-100 pts. of damage to any living creature it touches, and a direct hit with a full vial of alchahest will *vaporize* any creature or being (except an arch devil, arch demon, guardian, or Being of deific power.)

Orichalc: 7 cts. powdered diamond, plus 1 oz. each of powdered copper, silver and gold. Orichalc must be heated in the alchemist's athanor for a minimum of 2 weeks, after which it will appear as a small (1") ingot of golden metal. Each ingot of orichalc has the property of bestowing magical powers* upon any metal used in the forging of weapons or armor. The amount of orichalc required per weapon/armor types is as follows:

Dagger: 1 ingot per each +1

Sword, Axe, Spear, etc.: 2 ingots per each +1

Arrows, Crossbow Bolts: 1 ingot per every 10 +1 missiles

Staves, Rods: 2 ingots per each +1

Shield: 3 ingots per each +1

Armor (full suit, any metal type): 7 ingots per +1

***Note:** It is not possible to create items with greater than +3 capabilities by the addition of orichalc.

Vitriol: 7 drs. each of clear water, powdered copper, sulphur, and Rare Earths, plus 1 drop of alchahest.

Vitriol is a powerful bonding agent, which may be used to *permanently* adhere stone to stone, or stone to metal. Each dose consists of enough vitriol to cover up to 10 sq. ft. of stone or metal. Note that vitriol bonds on contact, and that only alchahest will serve to dissolve this glassine substance once it has hardened (hardening takes one full minute.)

ESSENCES (their nature and uses)

Essences are unusual and wonderous substances that form the basis of most of the great works of alchemy. The procedures entailed in the creation of any essence are both complex and time-consuming, and require the total concentration of the alchemist. As minute doses of alchahest are required to attain any essence,

the process of creating these substances is also fraught with a certain degree of danger.

Materials: 12 drs. of the desired metal or element component and 1/4 fl. dr. of alchahest are required for the operation. An aludel, an athanor, and a fully equipped alchemical laboratory are also necessary. (See *ADVANCED ALCHEMICAL DEVICES*).

Time to Complete: A minimum of 2 weeks is required to achieve any essence.

Chance of Success: Special: success for any attempt at achieving an essence lies in the alchemist's ability to project his or her will. For this reason, a save vs Will is rolled to determine if the essence has been successfully attained. If this save fails, the Game Judge must roll % dice. A roll of 10% or less indicates a mishap. (Roll % dice on the alchemical mishap table located in the appendix.) Even if no mishap occurs, any unsuccessful attempt will require the alchemist to repeat the entire procedure.

Comments: The theory behind the nature of essences is quite complex, but in simple terms it may be stated as follows:

1) Alchahest (the universal solvent) is known to be capable of dissolving and seemingly disintegrating almost any substance.

2) Despite this fact, it is believed that matter can never be destroyed, but can only be *altered.*

Therefore:

3) Alchahest does not destroy matter, but *transmutes* matter into it purest and most basic state: **The Essence.**

4) Under strict laboratory control, this elusive substance (existing on the border between physical and metaphysical reality) may be attained by the alchemist, and given physical form via the projection of his or her *will.*

USING ESSENCES TO CREATE MAGIC ITEMS

Certain essences (True Platinum, True Gold, etc.) can be used to enchant non-magical objects into items of magical power. Any object or article which is to be enchanted in this manner must be of the finest quality, costing at least 10x the price for a similar object of average quality.

In all cases, alchemical enchantment is accomplished through the process known as *Dousing.* Dousing is simply the act of "washing" or coating the article that is to be enchanted with the liquid essence in question. The process of dousing must be repeated daily (1 hour per day) in order to have the desired effect; missing even a single day will render the entire procedure ineffective.

Note: Dousing can only be performed by the alchemist who created the essence. For this reason (along with the fact that they are of such value to alchemists) essences used for enchanting are *never* sold.

ESSENCES

Variable Mercury, "The Philosopher's Stone:" This essence appears as 1 dr. (60 grains) of reddish powder. If a single grain of Variable Mercury is imbedded in a drop of yellow wax and added to 100 lbs. of molten Lead of Mercury, it will transmute the molten metal into a like quantity of the purest gold. The action of transmutation is nearly instantaneous. Note that a very large crucible will be needed for this operation.

True (Fixed) Lead: Appears as 1 fl. oz. of smokey-grey liquid. When True Lead is mixed with 1 gallon of paint or lacquer, it produces a quantity of liquid which will be sufficient to cover an area of up to 1000 sq. ft. Objects such as boats, full suits of armor, etc., which have been coated with this substance, will be 95% resistant to any type of spell casting. Note that anyone wearing such armor will find than any magic used by him or her will be just as likely (95%) to fail. This includes magic items, spells, etc., but *excludes* magic weapons.

Waters of Sulfur: This essence appears as a one fl. oz. quantity of sparkling liquid. When poured into the mouth of any deceased person or creature, it will restore life to the victim, as long as he or she has been dead for no more than 1 hour. The restored creature or being will return to life in perfect health within 1 minute of this liquid's application. If this essence is consumed by a living being or creature, it will heal any and all damage, and cure any and all diseases.

Essential Lodestone: Appears as a dull grey stone (1 oz. by weight). The holder of this stone can use its magnetic powers to create a 10 ft. radius force-field (duration 1 hour) or effectively *dispel* any similar force-field 1x per day.

Essential Tin: This essence appears as a violet-hued liquid (1 fl. oz). If an amulet, rod, or wand is doused in this liquid each day for 1 week, it will confer the following powers to whomever wears it:

1) **Immunity to Control Spells:** Spells such as *charm, hold person, slow*, etc. will have no effect on the wearer.

2) **Rulership:** Up to 200 levels worth of any type of creatures can be impelled to obey the holder. Note that creatures or beings with WILL of 15 or greater are allowed a save vs WILL to resist the attempted control.

A 1/4 dose of Essential Tin can also be added to any dousing mixture prior to the preparation of any magic item. This will allow any such item to be "triggered" or activated only by those who know its *command word.* (Any word or name can be made to serve this function.)

True Copper: This amber liquid (1 fl. oz.) will impart powers of protection to any single item such as a ring, necklace, cloak, etc. The specific item must be Doused daily for 1 week, afterwhich it will confer +1 defensive abilities to the wearer. This process can be repeated up to 4 times (4 weeks) with a maximum +4 defensive capability per individual object. Note that each additional application of the process requires a *new* dose of true copper.

True Iron: This peacock-colored liquid (1 fl. oz.) will impart +1-4 powers to any single weapon such as a sword, dagger, spear, axe, bow, up to 20 arrows, cross-bow bolts, etc. Procedure is the same as per True Copper, including the 4-week maximum for the process.

True Silver: This clear liquid (1 fl. oz.) will turn any ring into an item of Spell-storing. The item must be Doused daily for 2 weeks, afterwhich it will have the capability of storing 1-6 spells of any type. The item must be recharged after the spells have been expended.

True Gold: This shimmering yellow fluid will turn any rod, staff, or wand into an item of spell-storing. The item must be Doused daily for 4 weeks, afterwhich it will have the capacity of storing 5-30 (5d6) spells of any single type. The item must be recharged after the spells have been expended.

True Platinum: This iridescent fluid (1 fl. oz.) will turn any object, weapon or device into an item of great power. The item must be Doused daily for 6 weeks, afterwhich it will be capable of holding 2-7 spells of any type or level. *Any* object or item (regardless of how extraordinary or mundane it may be) can be "enchanted" in this manner. Once charged, the item will recharge itself each day. Cursed items can also be created by this process if 1 fl. oz. of any cursed potion is added to True Platinum prior to dousing.

Essential Earths: This essence, which is created from Rare Earths, appears as a 1 oz. quantity of multi-colored crystals. Using the procedures underlined in Level 1, an alchemist can use this quantity to prepare 8 elixirs of Elemental Power. If the alchemist drinks one of these elixirs per week for 8 weeks, he or she will have a 25% chance of *permanently* acquiring one of the four Elemental Powers. Only one such Power may ever be acquired by an alchemist in his or her life, so the alchemist should consider the choices carefully before starting the "treatment." Once the choice has been made, the alchemist needs only to concentrate on the Elemental Power's sigil (known as its Focus) and ingest the elixirs as previsouly outlined.

Note: If the 8-week treatment fails, it may be repeated as many times as required to obtain success.

THE FOUR ELEMENTAL POWERS AND THEIR FOCUSES

The Power of Elemental Earth: Alchemists who gain this Elemental Power will have maximum human strength as long as they stand upon earth or stone. Note that this ability will not be effective in situations where the alchemist's feet are not in direct contact with the earth, such as on board ship, on horseback, in wooden structures, etc. Additionally, the alchemist will be able to speak the language of Earth Elementals and see normally in underground darkness.

The Power of Elemental Air: Alchemists with this Elemental Power will be capable of "limited flight." They will be able to glide for unlimited distances outdoors as long as there is the slightest breeze, and will never suffer any damage from falls of any sort. Note, however, that gliding in underground areas is limited to 10 feet per level of the alchemist, and gliding speed indoors is only 2x normal speed while on foot. Also, an alchemist will not be able to carry any more than his or her normal encumbrance total while gliding. Alchemists with this Power will also be able to speak the language of Air Elementals.

The Power of Elemental Fire: Alchemists who gain this Elemental Power will be completely immune to the effects of any kind of fire or heat. Furthermore, they will be able to cause their body temperature to "superheat." so that flammable materials will ignite at their touch, and any metal weapon held by such an alchemist can be made to become so hot that it will do 1-4 extra points of heat damage to its victims. Alchemists with this Power will also be able to speak the language of Fire Elementals, but unfortunately suffer a penalty of -2 (-10%) saves vs cold or water-based attacks.

The Power of Elemental Water: Alchemists with this Elemental Power will be able to breathe water, walk upon water, and speak the language of the Water Elementals and *all* water-breathing creatures. Such alchemists will also be able to swim for unlimited distances, suffer no movement penalties while underwater, and be able to move or swim (underwater) with the speed of a shark. Ice and cold will do no harm to the possessor of this Power, but saves vs heat and fire-based attacks suffer a penalty of -2 (-10%).

GOLEMS

Golems are gigantic, statue-like humanoids made from inorganic materials. They may be imbued with a basic, sentient life either by alchemical or magical means.

Materials:

Clay Golems: 200 lbs. of clay per each 1 ft. of height.

Stone Golems: 360 lbs. of stone (any type) per each 1 ft. of height.

Metal Golems: 450 lbs. of metal (any type) per each 1 ft. of height.

Note: Alchemists must add one fl. oz. of Aqua Vitae to the materials used, spell casters must cast an Animate Object spell daily to achieve the desired results.

Time to Complete:

Clay Golems: 6 weeks, +1 wk. per each 2 ft. of ht. over 6 ft.

Stone Golems: 8 weeks, +2 wks. per each 2 ft. of ht. over 6 ft.

Metal Golems: 12 weeks, +3 wks. per each 2 ft. of ht. over 6 ft.

Modifiers: Hiring an engineer, sculptor or scholar will reduce the time required to complete any golem by 1/2. Also if an alchemist and a wizard, sorcerer, or magician work together on a golem, the total time required is reduced by 1/2.

Chance of Success: 65% (+ 25% if an engineer, sculptor or scholar is hired to assist in the project).

Comments:

All golems have the following features in common:

- Immunity to non-magical weapons
- Immunity to poisons of all sorts
- Immunity to magical control
- Speed: 8
- In combat, golems attack once per round, and add +1 point of damage per each 1 ft. of height.

Note: Golems are *not* capable of independent thought. They can be *programmed* to retain up to 3 simple commands, such as: "Let no one pass through this door;" "Destroy any intruder who enters;" etc. If no commands are programmed into the Construct, then it will simply obey any command given by its master, as long as the master is present.

Golems

Clay Golems: Clay golems can withstand up to 6 points of damage per each 1 ft. of height. Only spells which effect earth can harm them, and they have an armor value equivalent to leather armor. Clay golems attack as per a 10th level monster, do 3d8 points of damage per each successful strike, and can be built up to 8 ft. in height.

Stone Golems: Stone golems can withstand up to 7 points of damage per each 1 ft. in height. Only spells which effect stone can harm them, and they have an armor value equivalent to chain mail. Stone golems attack as per a 10th level monster, do 3d10 points of damage per attack, and can be built up to 10 ft. in height.

Metal Golems: Metal golems can withstand up to 8 points of damage per each 1 ft. of height. Only spells that are electrical in nature can harm them, and they have an armor value equivalent to plate mail. Metal golems attack as per a 12th level monster, do 3d12 points of damage per attack, and can be built up to 12 ft. in height.

Living Statues: *Living statues* have exactly the same attributes as Stone golems except that they may be sculpted in any form desired, have no size limitations, and can be quite elaborate in design. Mythical creatures such as manticores, hippogriffs, and unicorns are quite popular, and gargoyle have long been a favorite of alchemists through the ages. Appropriately fashioned *living statues* (that is, those with wings) can be given limited powers of flight by adding 12 doses of flying potion to the aforementioned mixture of essences.

Living statues will have the same number of attacks and do the same damage as the creatures they are fashioned after, +1 point of damage per foot of height or length. Such constructs will, however, only have *1/2 the normal* movement rate of the creatures that they are made to resemble.

Note: It is not possible to construct a living statue without the aid of a sculptor, or one skilled in such an art.

MACHINA (MOCK'-ee-na)

Machina are elaborate, machine-like constructs which can be made to resemble a variety of creature types. The mechanical apparatus of these constructs are designed in such a way as to mimic the abilities of the creatures they resemble.

Materials: All machina are constructed of iron and require a variety of costly mechanisms, as follows:

Iron Horse:	10,000 G.P. in materials
Iron Cobra:	15,000 G.P. in materials
Iron Spider:	20,000 G.P. in materials
Winged Iron Horse:	25,000 G.P. in materials
Iron Dragon:	50,000 G.P. in materials

Note: One fl. oz. of aqua vitae is required to animate the completed machina. Also note that a large workroom and a full set of metal working tools are necessary components.

Time to Complete: 4 months (16 weeks)

Modifiers: Hiring an engineer, sculptor or scholar will reduce the time required to complete any machina by 1/2.

Chance of Success: 55% (+ 25% if an engineer, sculptor or scholar is hired to assist in the project).

Comments: A machina can not be constructed without the aid of an alchemist, or a scholar with engineering *and* inventing skills. Note that machina, like golems, are not capable of independent thought. A machina can be "programmed" to retain up to 3 simple commands, or may instead be programmed to follow the verbal commands of its master. All machina have the following features in common:

- Immunity to non-magical weapons.
- Immunity to poisons of all sorts.
- Immunity to heat and cold (lightning does full damage).
- Speed (movement) is as per the creature the machina is built to resemble.

TYPES OF MACHINA

Iron Horse: An *iron horse* can withstand 30 H.P. worth of damage, and can move as swiftly as a heavy warhorse. If a larger horse is desired, an additional 2,000 G.P. worth of materials will be required per each additional 1 ft. of height. Iron horses can carry up to 5,000 lbs. of weight with ease, and can carry as much as 10,000 lbs. if moving at walking or trotting speed only. Iron horses have no practical fighting abilities, but have an armor value equivalent to plate mail.

Iron Cobra: An *iron cobra* can withstand up to 30 H.P. worth of damage. These constructs contain an apparatus which enables them to "spit" (actually spray) venom up to 10 ft or deliver a poisonous bite. This apparatus can hold up to 2 doses of any type of venom, which is enough for 20 bites or 10 "spitting" attacks. Iron cobras attack as per an 8th level monster, and their bite will do 1-8 points of damage (plus poison). They have an armor value equivalent to chain mail.

Note: An *iron constrictor* may be constructed as per an iron cobra. Instead of a poisonous bite, an iron constrictor is capable of doing 1-12 points of constriction damage per round.

Iron Spider: An *iron spider* can withstand up to 30 H.P. worth of damage. These constructs contain a mechanism which allows them to "spin" up to 100 sq. ft. of metal webbing, and a mechanism which will allow them to employ a poisonous bite (as per an iron cobra). Iron spiders attack as per an 8th level monster, and their bite will do 1-8 points of damage (plus poison). They have an armor value equivalent to chain mail.

Note: An *iron scorpion* may be constructed as per an iron spider. Instead of a poisonous bite, an iron scorpion will have a poisonous sting (1-8 points of damage, + poison), *and* a non-poisonous bite (1-6 points of damage). Iron scorpions do *not* contain web-spinning mechanisms, and so cost 3,000 G.P. less to construct.

Winged Iron Horse: A *winged iron horse* can withstand up to 40 points of damage, though 30 points of damage will render it unable to fly. In all other ways, this machina conforms to an iron horse.

Iron Dragon: An *iron dragon* can withstand up to 50 points of damage. These constructs contain an apparatus that enables them to "breathe" large doses of fire. Up to 120 gallons of a pitch/oil mixture (costing 5 G.P. per gallon) can be contained within this apparatus, which is sufficient fuel for 3 breath attacks (10 d6 fire damage per attack). An iron dragon's bite will do 2-20 points of dam-

age, and each of its four claws is capable of inflicting 1-8 points of damage. Iron dragons attack as per a 12th level monster, and have an armor value equivalent to plate mail.

Note: Iron Dragons can be built with a mechanism that will allow for flight, at an additional cost of 10,000 G.P.

HOMONCULI AND AQUA VITAE

Homonculi are alchemically created life forms, imbued with artificial life through the use of the miraculous substance known as *aqua vitae* (Waters of Life).

Materials: Aqua vitae can only be made in an aludel, and can only be concocted by an alchemist. A copper vat is required to create any homonculous, and a well-equipped alchemical lab is necessary for both operations.

Time to Complete: It takes two weeks to prepare a single dose of aqua vitae, and two months for an homonculous to fully take form. If a wizard or sorcerer works together with an alchemist, the time required is reduced by 1//2.

Chance of Success: Chance of success for aqua vitae is 25% (+2% per point of Will). See the appropriate tables to determine the results of any attempt at creating an homonculous.

Comments: All successfully created homonculi will have attributes, hit points and level of ability as per the average attributes/levels/hit points of the type of creatures used as ingredients. For example, to determine the level of any homoculous, add the levels of all the creature-types used as ingredients in the vat mixture, and *divide* this total by the number of different creature components used.

Unless otherwise indicated by the chance of success % die roll, an homonculous will always obey its master. All homonculi radiate a strong magical dweomer, are immune to magical influence, and are unaffected by poisons or *potions* of any sort. Healing spells are only 1/2 as effective when used upon an homonculous, and homonculi who have been killed *cannot* be brought back to life.

OPERATIONS

Aqua Vitae (Water of Life): 1 dr. each of 20 different powdered herbs, 1 dr. each of 30 different powdered animal ingredients, 10 cts. each of powdered diamond (sight), pearl (wisdom) and jade (life force), 2 drs. of powdered iron (strength), 48 drs. of Rare Earths, 48 fl. oz. of clear water, and one dose of alchahest. The basic procedure is as per essences, and if successful, yields 1 fl. oz. of aqua vitae.

Create Homonculous: 1 fl. oz. of aqua vitae, 1 fl. oz. of the creator's own blood, plus 8 drs. (fluid or solid) of the desired animal ingredients. The size, shape and form of the homonculous is up to its creator(s), who must submit a detailed description (and a rough sketch) of the intended appearance of the homonculous. The type of ingredients used will determine the creature's abilities, and its general type (meaning either a Standard Life Form or a New Life Form; see below for more information).

The attributes and temperament of an Homonculous can be determined by the types of material components ingredients used in the mix; i.e., Strength of an ogre, Dexterity of a panther, human Intelligence, etc. In all cases, the attributes of the creatures from which the material components are derived will determine the corresponding attribute scores of the Homonculous.

Modifiers

-5% chance of success per every 20 levels (combined) of creature components employed in the mix.

-2% per level of any demonic or diabolical creature component(s) added to the mix.

-10% per level of any corporeal undead creature component added to the mix (non-corporeal creatures cannot be employed as components).

+ 1% per level of the alchemist attempting the experiment.

+ 1% per every two levels of ability if a spell caster with alchemical talents aids in the procedure (only one such collaborator is possible per experiment).

Note: Many of the strange hybrid creatures native to the Atlantean epoch (Manticores, Chimera, etc.) are believed to have been created via this alchemical procedure during the bygone First Age. As an estimated 1-4% of all Homonculi are capable of reproduction, it is entirely possible that an alchemist who is patient (or lucky) enough to create a fertile male and female Homonculous of similar type could create a new, hybrid species of life.

Once the creature's appearance has been determined, its creator(s) must fashion a clay replica of the Homonculous' body. This will take 2 full weeks (1 week if a sculptor is hired to assist). The completed replica must then be placed in a suitably large copper vat. The above-mentioned ingredients must be added, afterwhich the vat can be sealed with bee's wax and left undisturbed in a cool, dark area.

After 2 months, the homonculous should be fully formed, and the seal may be broken. Chance of success is determined by rolling % dice on the following *STANDARD LIFE FORMS* or *NEW LIFE FORMS* table (according to the type of homonculous being made).

Note: Certain master alchemists claim that (with a few modifications) the procedure used to create homonculi can be employed to create hybrid forms of plant life. To date, the exact procedures entailed in such an operation have remained shrouded in secrecy.

STANDARD LIFE FORMS (Roll Percentile Dice)

0-10% = **Failure** - Inside of vat covered with a useless, foul-smelling mold.

11-34% = **Mutant** - Roll on *MUTATED SPECIES TABLE.*

35-44% = **Partial Success** - Homonculous is formed as planned but is 1/2 size.

45-84% = **Success** - Homonculous is a perfect full-grown replica of the creature desired.

85-94% = **Great Success** - Homonculous is an exceptional example of the intended creature. Hit points are maximum, and level is as per the most favorable creature component used in the vat mixture.

95-100% = **Frightening Success** - Homonculous is as above, plus it is a genius with absolute maximum intelligence for its species. There is a 20% chance this creature will be uncontrollable. If so, it will know it is an Homoculous and will be tormented by its "Soulessness." It will despise its creator and seek to destroy him/her.

NEW LIFE FORMS (Rolls Percentile Dice)

0-20% **Failure** - Inside of vat coated with non-living slime.

21-50% **Mutant** - Roll on *MUTATED SPECIES TABLE.*

51-60% **Partial Success** - Homonculous is formed as planned but is only 1/2 size.

61-90% **Success** - Homonculous is exactly as planned. Use level of most favorable creature component to determine Hit Points.

91-94% **Great Success** - Same as above but Hit Points are +1-4 per level of ability.

95-97% **Astounding Success** - Same as above but Humonculous is 2x as strong, fast, intelligent, powerful, or savage as anticipated - pick one only.

98-100% **Terrifying Success** - Homonculous is 2x as strong and 2x as fast as anticipated, though utterly uncontrollable. It will attempt to kill its creator and destroy whatever is around it.

MUTATED SPECIES TABLE

0-60% Homonculous is a quivering shapeless blob with average human intelligence, and can speak the same language as its creator. It is capable of slow movement.

61-65% Same as above but the Homonculous has ESP (range 200 ft.).

66-70% Homonculous has one more head than anticipated. There are no real advantages or disadvantages to this mutation, since the two heads think, speak and move as one.

71-75% Same as above, but the additional head has a personality of its own and is 50% likely to disagree with its creator on any subject. If this occurs, it will stop whatever it is supposed to be doing and argue for 1-4 minutes. Good luck with this one!

76-80% Homonculous has 2 more arms than anticipated, and can use them quite well.

81-85% Homonculous appears as anticipated but in addition to its expected abilities, it can (*Pick one*):

- Become invisible at will.
- Shape change to any creature (once per day).
- Fly.
- Breath water.
- See invisible objects or creatures.
- Detect magic by sight.
- Follow any track or trail at 95% effectiveness (indoors or out).
- Assume gaseous form (1x per day for 10 minutes).
- Cause any who behold its image to flee in fear for 1-10 minutes (once per day).

86-90% Same as above, but pick any 2 abilities.

91-95% Same as above, but pick any 3 abilities.

96-100% Same as above, but pick any 4 abilities.

NECROMANTIC RITUALS

The Accursed Temple: If an abandoned mausoleum or crypt can be located, a necromancer may erect an accursed temple within it. At least one year will be required to construct the temple, with a minimum of 100,00 G.P. being required for expenses and offerings to the denizens of the dark realms. Once the accursed temple has been completed, various types of undead (and possibly even lesser demons or devils) will be drawn to it at the rate of 1 per evening.

Up to 13 such creatures will come to the temple and serve the necromancer until they are released or destroyed.

Note: Released or destroyed creatures will always be replaced at the rate of one per evening, as long as the accursed temple stands. The types of beings drawn to an accursed temple are up to the Game Judge to determine.

Necromantic Golems: Necromancers can create monstrous golems of flesh or graveyard clay, at a cost in time of one month. Though such creations correspond in most respects to a normal *clay golem*, a *necromantic golem* can only be controlled through the use of a graven image. This image must be carved from the root of mandrake plant, which must be found growing beneath a hangman's gibbet.

A full week will be required to fashion the image into the likeness of the golem. Once completed, the image may be used to control the golem up to unlimited distances, and the necromancer will be able to see and hear through the golem's eyes and ears.

Note: Destroying a necromantic golem will cause its graven image to disintegrate, and vice versa.

The Uzat: An *uzat* is an eye-shaped amulet made with a 13 ct. onyx set in 7 oz. of gold. It takes one full month for a necromancer to create an uzat, which may be made to hold *1* of the following spells:

1) Protection From Good
2) Protection From Evil
3) The Evil Eye

ADVANCED NECROMANTIC RITUALS

Create Undead: A necromancer may create any corporeal undead creature at a cost in time of one week per level of ability of the creature. Only standard types of undead (skeletons, ghouls, wights, etc.) may be made in this manner. The necromancer must obtain the grisly materials necessary for these operations from graveyards, battlefields, hangman's gibblets, or other more sinister sources.

Mummification: 13 ounces of myrrh. It will take a necromancer 1 full week to embalm any humanoid corpse, a procedure necessary to the creation of a sahu, or mummy.

Note: Only necromancers know the secret of mummifying a corpse in such a way as to restore it to "life."

After mummification is completed, the sahu will again live in undead form after a period of 1 week (per level of the mummified creature) has passed. Until this time has arrived, the sahu must be wrapped in linen strips and kept in a sealed sarcophagus.

Necromantic Bell: Cast from 1 oz. each of lead, tin, iron, gold, copper, silver and mercury. The 7 oz. bell must be ground, polished, and engraved with certain arcane symbols. The entire process will take one month of painstaking labor, afterwhich the bell may be used to evoke the spirit of an ancient necromancer. (The Game Judge should create an 11th-20th level N.P.C. to act as this spirit persona.)

When the necromantic bell is rung, the necromancer will appear in spirit form, and may be asked any single question concerning the spirit realm, black magic, or any necromantic ritual. As long as the spirit is evoked no more than once per month, it will always give truthful answers to such questions. Evoking the spirit more than once in any given month will arouse its wrath.

MAGIC STAVES, RODS AND WANDS (Devices of multiple spell storing)

Magic Staves, Rods and Wands are devices of spell storing quite similar in principle to the Minor Magic Items. Though Magic staves, rods and wands take a considerable amount of time to enchant, these devices are much valued for the great number of spells (called "charges") which may be stored within them.

Materials: As per Minor Magic Items, + 2,000 G.P. for rods and + 5000 G.P. for wands.

Time to Complete: 1 Month +1 day per each charge the item is to possess.

Note: Enchanting takes approximately 12 hours of uninterrupted work per day (alchemists: see *ESSENCES* for details).

Chance of Success: 99%. (Details as per *MINOR MAGIC ITEMS.*)

STAVES

Magic Staves are usually made of wood, and range from 5-7 ft. in length and 1-1/2-2 inches in diameter. While primitive spell casters often carve ornamental or magical markings in the heads of their staves, spell casters from more civilized areas generally prefer staves shod with metal bands or headpieces.

A staff may be made to store up to 21 charges, and may be enchanted with +1-3 offensive ("to hit") capabilities (see *MAGICAL WEAPONS AND ARMOR*).

Comments: When available, magic staves, rods and wands typically sell for at least twice their materials cost, plus 1,000 G.P. per each week required to enchant the item and an additional 500 G.P. per each spell which the item is capable of storing. Note that spell casters may not employ or create wands, staves, or rods which store spells that are *restricted* to members of other professions (see SPELL LISTS). Also note that all wands, staves and rods may be recharged.

MAGIC STAVES

Types of Staves	***Spell Powers***
Staff of Black Magic	Circle of Darkness Disguise Infernal Circle of Flame Detect Presences Repel
Staff of Divination	Psychomancy Chartomancy Chiromancy Botanomancy Theriomancy Hydromancy Geomancy
Staff of Divine Magic	Blessing Sanctuary Eternal Flame Circle of Light Spiritual Shield Oath Protection from Evil
Staff of Elemental Magic	Minor Healing Elemental Shield Ring of Fire Ring of Ice
Staff of Enchantment	Lock/Knock Slow/Haste Dwindle/Enlarge Tangle/Untangle
Staff of Healing	Faith Healing Cure Disease Cure Paralysis Sensory Restoration Cure Insanity
Staff of High Magic	Open (Command) Hold Portal Aura of Protection Word of Passage
Staff of Low Magic	Protection from Spirits Lesser Spirit Force Power Returning
Staff of Mysticism	Dowsing Mystic Healing I Mystic Healing II Mystic Healing III Psychic Shield
Staff of Necromancy	Animate Dead Protection from Good Control Paralysis Necromantic Healing
Rune Staff	(See *RUNES*)
Staff of Sorcery	Disperse Energy Force Sphere Anti-magic Shield Confer Invisibility
Staff of the Zodiac	Any seven spells of the zodiac (Taurus, Leo, Aries, etc.)

RODS

Magic rods are usually made of metal or wood, and range from 2-3 ft. in length, and approximately 1 inch in diameter. Ornamentation is rare, except in the case of certain primitive spell casters, who often carve figures or markings along the length of magical rods. A rod may be made to store up to 36 charges, and may be enchanted with +1-3 offensive ("to hit") capabilities

MAGIC RODS

Types of Rods	*Spell Powers*
Rod of Analysis	Sounding Alchemy I Spell Analysis
Rod of Animal Control	Influence Animals Speak with Animals Animal Control
Rod of Detection	Detect Magic Detect Illusion Detect Invisibility
Rod of Divine Protection	Sanctuary Protection from Evil Spiritual Shield
Rod of Exorcism	Exorcism I Exorcism II Exorcism III
Rod of Identification	Identify Herbs and Plant Species Identification Spell Analysis
Rod of Perception	Aura Reading Heightened Perception Subliminal Perception
Rod of Plant Control	Warpwood Speak with Plants Plant Control
Rod of Revelations	Omen Divine Guidance Soul Search
Cursed Rod of Revelations	Dark Omen Reveal the Past Contact Lower Plane
Rod of the Spirit Realms	Spirit Empathy Spirit Track Spirit Contact
Rod of Woodland Location	Locate Animal Locate Plant Locate Water

WANDS

Magic wands are usually made of metal or bone, and range from 1 1 to 1-1/2 ft. in length and approximately 1/2 inch in diameter. Most wands usually feature an expensive headpiece made from precious stones and/or metals, though primitive spell casters often employ headpieces of carved bone. A wand may be made to store up to 50 charges, but unlike staves and rods these devices may not be used for striking.

MAGIC WANDS

Types of Wands	*Spell Powers*
Wand of Arcane Power	Arcane Bolt
Wand of Astral Energy	Astral Bolt
Wand of Divine Light	Divine Light Spell
Wand of Earth Control	Control Earth Spell
Wand of Eldritch Fire	Eldritch Fire
Wand of Fog	Fog
Wand of Frost	Frost
Wand of Graviation	Slow Gravity Alter Gravity Negative Gravity
Wand of Illusion	Any 3 Spells of Illusion
Wand of Light	Circle of Light/Darkness Dazzling Lights
Wand of Light Manipulation	Variable Light/Darkness Globe of Illumination Reflection
Wand of Magic Darts	Magic Darts
Wand of Magic Detection	Detect Magic
Wand of Magnetism	Magnetic Field
Wand of Mists	Mists Mists of Enchantment Mists of Strangling
Wand of Mystic Power	Mystic Bolt
Wand of Power	Power Bolt
Wand of Purification	Purify Food & Drink
Rune Wand	(See *RUNES*)
Wand of Shadows	Apparition Shadow Form Shadow Being
Wand of Sonic Disruption	Sonic Blast
Wand of Sustinance	Create Food & Drink
Wand of Telekinesis	Telekinesis
Wand of Thunderbolt	Thunderbolt
Wand of Trail Erasure	Trail Erasure
Wand of Transformation	Object Transformation Transformation
Wand of Tricks	Tricks
Wand of Water Control	Control Water
Wand of Wind Control	Control Wind Spell

GREATER MAGIC ITEMS

Greater Magic Items are devices that are enchanted with *permanent* magical powers. Greater Magic Items recharge and replenish their magical powers with the passing of each day.

Materials: As per *MINOR MAGIC ITEMS.*

Time to Complete: 2 months + 2 weeks per level of the spell enchanted into the magic item (alchemists: see *ESSENCES* for details.

Chance of Success: 99%.

Comments: When available, Greater Magic items typically sell for at least twice their material cost, plus 2,000 G.P. per each week required to enchant the item. Note that spell casters may not employ or create Greater Magic Items which contain any spell that is restricted to members of other professions (see SPELL LISTS).

AMULETS

Amulets are typically made with a minimum of 7 oz. of gold, silver or copper, and studded with a number of precious stones (or a single, large stone) of a specific type. The protective powers of amulets function continuously, as long as they are worn.

AMULETS

Amulet of Protection from Curses: (carnelian, set in silver). Gives the wearer +1 saves vs curses of any type.

Amulet of Protection from Death Magic: (amber, set in gold). Gives the wearer +1 saves vs death spells of any sort.

Amulet of Protection from Disease: (amber, set in copper). Gives the wearer 95% immunity to all types of disease.

Amulet of Protection from Drowning: (coral, set in gold). Protects the wearer from death by drowning.

Amulet of Protection from Drunkeness: (amythyst, set in copper). Protects the wearer from intoxication due to the drinking of alchoholic substances.

Amulet of Protection from Magical Influence: (topaz and jacinth, set in gold). Gives the wearer +1 saves vs spells of magical influence and/or control.

Amulet of Protection from Possession: (emerald, set in silver). Gives the wearer +1 saves vs any attempts at spirit, demonic, or magical possession.

MEDALLIONS

Medallions are typically made from a single oz. of metal, fashioned into a coin-like shape. Some medallions may be used only once a day; others function continuously.

Astrological Medallions: There are two types of Astrological Medallions: Planetary Medallions, and Medallions of the Zodiac. Each must be inscribed with the astrological sign which signifies the device's power. All Astrological Medallions may be used once per day.

Planetary Medallions: As per any one of the lesser or greater planetary spells of astrology. Certain inks and metals must be used for each planetary spell, as follows (1 oz. quantity in all cases):

Planet	Metal Used	Color of Ink
Sun	Gold	Yellow
Moon	Silver	Blue
Mercury	Brass	Orange
Venus	Copper	Green
Mars	Iron	Red
Jupiter	Tin	Violet
Saturn	Lead	Black

Medallions of the Zodiac: As per any *one* of the zodiac sign spells of *ASTROLOGY* (such as *Initiative of Aries, Will of Taurus,* etc.).

Medallions of Divine Magic: Medallions of Divine Magic are typically made from 1 oz. of copper, silver or gold. The powers of these medallions function continuously as long as they are worn. Types include the following:

Medallion of Charisma: Increases the Charisma of the wearer by +1.

Medallion of Dexterity: Increases the Dexterity of the wearer by +1.

Medallion of Strength: Increases the Strength of the wearer by +1.

Medallion of Will: Increases the Will of the wearer by +1.

RINGS

Rings come in many types and sizes. Most will be fashioned from 1/4 oz. to 1 oz. of metal, many being set with one or more precious stones and/or engraved with arcane symbols and inscriptions. Usage varies considerably according to type.

Ring of Animal Summoning: Allows the wearer to summon any type of animal, once per day.

Ring of Celestial Vision: As per the 6th level spell of *MYSTICISM: Celestial Vision.* This device may be used up to three times per day.

Ring of Cold Resistance: Reduces damage from all cold-based attacks by 1/2.

Ring of Confering Invisibility: Allows the wearer to turn himself/herself or any single individual invisible, as per the 3rd level spell of *SORCERY: Confer Invisibility.* This device may be used up to three times per day.

Ring of Demon Summoning (various types, ranging from minor demons to greater demons) Allows the wearer to summon a demon of the type indicated by the maker of the ring *without* having to inscribe a Circle of Protection or Thaumaturgic Triangle. The ring may be used only once per day, and will *always* summon the same demon. This has its advantages and disadvantages, for once the demon has been bound to a pact, it will obey the caster thereafter. On the other hand, should the demon be slain, the ring loses its power *forever.*

Ring of Devil Summoning: As per a Ring of Demon Summoning, only this device may be used to summon a devil.

Ring of Dimensional Travel: As per the 6th level spell of *ENCHANTMENT: Dimensional Travel.* This device may be used two times per day.

Ring of Disappearance: As per the 4th level of spell *ENCHANTMENT: Disappearance.* This device may be used 3 times per day.

Ring of Disguise: As per the 1st level spell of *BLACK MAGIC: Disguise.* This device may be used up to 3 times per day.

Ring of Elemental Summoning: Allows the wearer to summon a lesser elemental of the type indicated by the maker of the ring, as per a Ring of Demon Summoning.

Ring of Emotional Influence: As per the 3d level spell of *MYSTICISM: Emotional Influence.* This device may be used up to 3 times per day. Most Rings of Emotional Influence contain 2-20 ct. amethysts, set in gold.

Ring of Empathy: As per the 1st level spell of *MYSTICISM: Empathy.* This device may used up to 3 times per day.

Ring of Fire Resistance: Reduces damage from all fire-based attacks by 1/2.

Ring of Flying: As per the 4th level spell of *ENCHANTMENT: Flight.* This device may be used up to 3 times per day.

Ring of Influence: As per the 3rd level spell of *HIGH MAGIC: Sphere of Influence.* This device may be used 3 times per day.

Ring of Infra Vision: Gives the wearer powers identical to the 1st Level Spell of *SORCERY: Infra-Vision,* and functions continuously as long as it is worn.

Rings of Invisibility: As per the 2nd level spell of *ENCHANTMENT: Invisibility.* This device may be used up to 3 times per day.

Ring of Levitation: As per the 1st level spell of *ENCHANTMENT: Levitation.* This device may be used 3 times per day.

Ring of Magic Resistance: As per the 4th level spell of *HIGH MAGIC: Magic Resistance.* This device may be used up to 3 times per day.

Ring of Night Vision: Allows the wearer to see normally under conditions of darkness. This device functions continuously as long as it is worn.

Ring of Omni-Vision: This device has powers identical to the 3rd level spell of *SORCERY: Omni-Vision,* and may be used up to 3 times per day.

Ring of Precognition: As per the 3rd level spell of *MYSTICISM: Precognition.* This device may be used once per day.

Ring of Retrocognition: As per the 4th level spell of *MYSTICISM: Retrocognition.* This device may be used once per day.

Ring of Shadows: As per the 6th level spell of *ENCHANTMENT Shadow Being.* This device may be used once per day.

Ring of Slow Gravity: As per the 1st level spell of *SORCERY: Slow Gravity.* This device may be used 3 times per day.

Ring of Spell Turning: As per the 6th level spell of *HIGH MAGIC:* Aura of Spell Turning. This device may be used up to 3 times per day.

Ring of Teleportation: As per the 5th level spell of *ENCHANTMENT: Teleporation.* This device may be used up to 2 times per day.

Ring of the Dead: As per the 2nd level spell of *BLACK MAGIC: Speak with the Dead.* This device may used once per day.

Ring of Undead Summoning (various types): Allows the wearer to summon one type of undead creature, as per a Ring of Demon Summoning.

Ring of Water Breathing: Allows the wearer to breath normally while under water, and functions continuously as long as it is worn.

MISCELLANEOUS MAGIC ITEMS

Bag of Holding: This magical device has powers that are identical to the 5th level spell of *ENCHANTMENT: Extra-Dimensional Space.*

Boots of Fast Traveling: These boots are usually made of wolf's or mountain lion's hide, and possess powers identical to the 2nd level spell of *LOW MAGIC: Fast Traveling.* The effects function continuously as long as the boots are worn.

Boots of Dancing: Much favored as a type of practical joke by certain eccentric magicians, *Boots of Dancing* appear as ordinary boots but radiate a strong magical dweomer. Should any individual put on a pair of such boots, he or she will immediately start dancing and capering in a most startling manner. This magical effect will continue for 5-20 minutes, no matter what the unfortunate victim does to try to stop it.

Broom of Flying: As per a flight spell,or similar magic, this device can carry up to 2 human-sized individuals, and can be used 3 times per day.

Cloak of Blending: This magical device has powers identical to the 2nd level spell of *ELEMENTAL MAGIC: Blending,* and may be used any number of times per day.

Cloak of Darkness: Enfolds the wearer in a 1 ft. radius circle of magical darkness. This device may be used 3 times per day.

Cloak of Deception: This magical device has powers identical to the 2nd level spell of *HIGH MAGIC: Veil of Deception,* and may be used 3 times per day.

Cloak of Environmental Adaptation: This magical device has powers identical to the 6th level spell of *ELEMENTAL MAGIC: Environmental Adaptation,* and may be used 3 times per day.

Cloak of Free Action: This magical device has powers identical to the 3rd level spell of *HIGH MAGIC: Free Action,* and functions continuously as long as it is worn.

Cloak of Limited Invisibility: This magical device has powers identical to the 4th level spell of *LOW MAGIC: Limited Invisibility,* and may be used up to 3 time per day.

Cloak of Non-Detection: This device has powers identical to the 5th level spell of *SORCERY: Aura of Non-Detection,* and may be used up to 3 times per day.

Cloak of Phase Shifting: This magical device has powers identical to the 2nd level spell of *ENCHANTMENT: Phase Shift,* and may be used 3 times per day.

Cloak of Reflection: This device has powers identical to the 2nd level spell of *SORCERY: Reflection.* Its powers function continuously as long as it is worn.

Cloak of Shape Changing: This magical device allows the wearer to shape change into an animal (type determined by the type of hide used in the making of the cloak; i.e., wolf skin, buffalo hide, etc.), as per the 3rd level spell of *LOW MAGIC: Shape Change: Animal.* The cloak may be used up to 3 times per day.

Cloak of Silence: This magical device has powers identical to the 4th level spell of *HIGH MAGIC: Aura of Silence,* and may be used 3 times per day.

Cloak of Winged FLight: There are two versions of this magical item. One employs the powers of the 4th level spell of *BLACK MAGIC: Wings of Darkness,* and the other uses the 5th level spell of *DIVINE MAGIC: Wings of Heaven.* Either version allows the wearer to fly for up to 1 hour, and may be used 3 times per day.

Crystal Ball (scrying crystal): This device allows the caster to conjure a visual image of any individual(s) or place. The individual or place must either be *known* to the caster or described by one who has *first hand* knowledge of the subject.

The following spells may be cast upon a crystal ball in order to gain additional information oabout the individual(s) or area being observed: *E.S.P., Clairaudience, Aura Reading, Seeing, Psychomancy, Chartomancy, Read Languages, Detect Invisibility, Speak Languages, Speak in Tongues,* and *Detect Magic.*

Note that gazing into a Crystal Ball for longer than 10 minutes at a time runs a cumulative 5% chance per each additional minute of going insane.

Dreamstone: This magical device has powers identical to the 4th level spell of *LOW MAGIC: Dreams,* and may be used once per day.

Drums of Courage: These magical devices have powers identical to the 3rd level spell of *LOW MAGIC: Song of Courage,* and may be used 3 times per day.

Drums of Fear: These magical devices have powers identical to the 3rd level spell of *LOW MAGIC: Song of Fear,* and may be used 3 times per day.

Magic Carpet: These devices have the ability to transport up to 7 human-sized individuals (or approximately 2,000 lbs.) through the air for an unlimited amount of time. The large (10x10 ft.) carpet required to create this device must be of the finest quality, and generally cannot be obtained for less than 10,000 G.P.

Necklace of Protection from Spirits: This magical device is usually made from a variety of herbs and plants, woven together to form a necklace. Its powers are identical to the 2nd level spell of *LOW MAGIC: Protection from Spirits,* and afford continuous protection to the wearer.

Rope of Tangling: This magically animated device will wrap itself about any individual or object at its owner's command, holding it fast for up to 10 minutes. Intended victims are allowed one chance to escape by making a successful save vs Dexterity. Note that victims with 18+ strength can *break* free in 1-4 rounds, destroying the rope in the process.

Seeing Stone: This magical device has powers identical to the 3rd level spell of *LOW MAGIC: Seeing Stone,* and may be used up to 3 times per day.

MAGICAL WEAPONS AND ARMOR

Magical weapons and armor may be enchanted by alchemists (see *ADVANCED ALCHEMICAL SUBSTANCES:* Orichalc) or by spell casters of any profession. If enchanted by a spell caster, the procedure is much the same as per most other magic items.

Materials: As per minor magic items.

Time to Complete: One month, plus one month per *each* spell-like power or +1 enchantment conferred upont the device. Note that as many as *12* arrows or crossbow bolts may be enchanted at once.

Chance of Success: 99%.

Comments: When available, magical weapons and armor typically sell for at least *twice* their material cost, plus an additional 2,000 G.P. per each +1 of enchantment which the item possesses.

Important: It is possible to enchant *any* type of weapon, armor, or shield, as long as the materials used in the fashioning of any such device are of the finest quality. In the Atlantean System it is *not* possible for mortal beings to enchant any item beyond +4 capabilities.

SPECIAL TYPES OF MAGICAL WEAPONS

In addition to the powers listed for the following weapons, each such item may be enchanted with +1-4 offensive capabilities (+1-3 if orichalc is to be used to enchant the item).

Sword of Darkness: Radiates a 20 ft. radius circle of darkness on command, up to 3 times per day.

Sword of Justice: Gives off a white (good), blue (neutral) or black (evil) aura when drawn, according to the alignment of the opponent whom the wielder of the sword is facing, up to 3 times per day.

Sword of Light: Radiates a 20 ft. radius circle of light on command, up to 3 times per day.

Sword of Spell Storing: This sword is most favored by spell casters, as it may be enchanted with the capability of storing up to 7 spells (of any type usable by its maker). Note that it is possible to turn any type of weapon into an item of spell storing, if desired.

Dire Swords: *Dire swords* are blades inscribed with magical symbols that give them the power to inflict *double damage* against certain types of creatures. All dire swords function as standard magic weapons whem employed against other types of creatures. Types of dire swords include:

Demon's Bane:	2x damage vs demons.
Devil's Bane:	2x damage vs devils.
Dragon Slayer:	2x damage vs dragons.
Eldritch Fireblade:	2x damage vs cold-dwelling creatures.

Frost Blade: 2x damage vs fire-dwelling creatures.

Holy Sword: 2x damage vs undead, demons and devils. Note that only paladins and priests of lawful good alignment may utilize the great power of holy swords. In the hands of any other type of character, they will function only as standard magic weapons. Any creature or being of evil alignment who attempts to wield such a sword will take 1-8 points of damage per each round that the creature is in contact with the blade.

Spirit's Bane: 2x damage vs spirit beings.

Sword of the Nether Realms: 2x damage vs creatures and beings of lawful good alignment. Note that only lawful evil paladins, priests and necromancers may utilize these swords, which in all ways are the opposite of holy swords.

Other Dire Weapons:

The following weapons possess properties similar in some respect to dire swords:

Firebow: Arrows shot from a *firebow* will burst into flame, inflicting +1-6 points of fire damage to any creature they strike.

Frostbow: Arrows shot from a *frostbow* will inflict +1-6 points of cold damage to any creature they strike.

Hammer of Hades: As per a Sword of the Nether Realms in effect, only these war hammers may be used by any creatures or beings of evil alignment.

Hammer of the Heavens: As per a holy sword in effect, only these war hammers may be used by any creatures or beings of good alignment.

Miscellaneous Weapons:

Dancing Sword: These magical blades fight of their own volition (for 2 rounds per level of the wielder) when drawn and thrown into the air. Note that a *dancing sword* has the same combat capabilities as its wielder, but may only attack *once* per round.

Dwarven Hammer: These throwing hammers always return to their wielder. They may only be made by dwarven smiths.

Elf Bow: *Elf bows* (short or long) have +50% greater range than standard or magical bows of the same type. Only elves can produce these magical weapons.

Garotte of Strangling: These devices add +25% to any attempted assassination.

Snake Staff: On command the end of a snake staff will undergo a strange transformation, turning into the head of a viper. A snake staff can "bite" once per round, and will inflict 1-6 points (+1-6 points of poison damage) on any successful strike.

APPENDIX

WEAPONS

The following chart lists the approximate weight (WT.), range of damage (DAM), and minimum strength required of the wielder (STR) for a variety of weapons. Charts listing damage for unarmed combat and siege weapons are also included in this section.

WEAPON DAMAGE CHART

WEAPON	WT.	DAM	STR	WEAPON	WT.	DAM	STR
Adze	5	1-8	10	**Pike/Halberd**	8	2-12	12
Axe, Throwing	2	1-6	8	**Pitch Fork**	4	1-6	-
Axe, Hand	5	1-8	8	**Razor**	1/10	1-3	-
Axe, 2-Handed	15	1-12	12	**Rock** varies	1-4 per	5 lbs.	-
Black Jack	1	1-6	-	**Scimitar**	4	1-8	8
Blow Gun	1/2	none actual	-	**Shiriken**	1/10	1-2	-
Bolas	2 1-4,	entangle*	-	**Short Bow**	2	1-6	8
Boomerang	4	1-6	8	**Sickle**	1	1-6	-
Butterfly Knife	1/2	1-6	-	**Sling**	1/10	1-4	-
Cat 'o' Nine Tails	1	1-4	-	**Spear**	4	1-8	8
Cestus	2	1-6	10	**Staff**	5	1-8	8
Club/Cudgel	5	1-8	8	**Sword, Bastard**	10	1-12	12
Crossbow, Light	2	1-6	7	**Sword, Dueling**	2	1-6	6
Crossbow, Heavy	4	1-8	10	**Sword, Long**	6	1-10	8
Dagger	1	1-6	-	**Sword, Short**	3	1-8	-
Flail, 2-Handed	10	1-10	10	**Sword, 2-Handed**	20	2-16	14
Garrotte	1/10	1-6 per rd.	-	**Throwing Knife**	1	1-4	-
Javelin	2	1-6	8	**Throwing Net**	1/4	entangle*	-
Katana	6	1-10	8	**Trident**	5	2-8	8
Lance	10	3-18	12	**War Dart**	2	1-4	8
Long Bow	4	1-8	14	**War Hammer**	10	1-8	12
Mace/Flail	10	2-8	8	**War Hammer,2-Handed**	30	1-12	14
Nunchakas	1	1-6	-	**Whip**	2	1-6 or entangle*	7
Pick (War)	15	1-10	11				

*Weapons which may be used to entangle accomplish this function on any successful hit. A victim of an entangling weapon may attempt to escape on the following round by making a save vs either Dexterity or Strength (character's choice; one attempt only for any type of net).

UNARMED COMBAT

ATTACK DAMAGE

Punch	1-3
Punch (Boxer or Martial Artist)	1-4
Kick	1-4
Kick (Martial Artist)	1-6
Strangle (w/Hands)	1-4 per round
Bite (Humanoid, except Andaman)	1-2
Bite (Andaman)	1-4
Claws (Andaman)	1-3 ea.

SIEGE WEAPONS

TYPE	DAMAGE	CREW NEEDED
Light Ballista (Javelins)	3-18	1-2 individuals
Heavy Ballista (Stones)	3-36	4+ individuals
Light Catapult (Stones)	3-24	4+ individuals
Heavy Catapult (Stones)	3-30	6+ individuals
Battering Ram	3d10	12+ individuals
Siege Tower	-	20+ individuals

WEAPONS AND ARMOR

The prices listed here reflect the cost of average quality goods purchased in a large city (Atlantis, Tartessos, etc.) or major trading port. In areas where such items are hard to come by, prices may be 20-200% higher (or more). Less sophisticated weaponry (bone or stone-edged knives, axes, etc.) will usually cost only about 1/4 as much as metal weapons, unless they are of an exotic or rare nature. Generally speaking, inferior-quality goods will cost as little as half the listed price, with superior-quality goods costing twice as much (or more, for very high-quality goods). Ancient, antique, and/or rare examples of even the most mundane items may range in price from 1-100 times the prices listed here.

HAND WEAPONS

Axe, Hand	2 G.P.
Axe, 2-Handed	4 G.P.
Dagger w/Scabbard	1 G.P.
Flail	2 G.P.
Flail, 2-Handed	5 G.P.
Halberd	7 G.P.
Lance	5 G.P.
Mace	4 G.P.
Pike	2 G.P.
Scimitar w/Scabbard	10 G.P.
Staff	5 S.P.
Sword, Bastard w/Scabbard	20 G.P.
Sword, Dueling w/Scabbard	10 G.P.
Sword, Long w/Scabbard	12 G.P.
Sword, Short w/Scabbard	6 G.P.
Sword, 2-Handed w/Scabbard	30 G.P.
Trident	2 G.P.
War Hammer	1 G.P.
War Hammer, 2-Handed	5 G.P.

MISCELLANEOUS WEAPONRY

Black Jack	1 S.P.
Blow Gun	5 C.P.
Bolas	2 S.P.
Boomerang	5 C.P.
Butterfly Knives (2)	2 G.P.
Cat 'o' Nine Tails	5 S.P.
Cesti (2)	5 S.P.
Garrotte	2 C.P.
Katana	15 G.P.
Nunchakas	1 S.P.
Throwing Net	5 S.P.
Whip	5 S.P.

MISSILE WEAPONS

Arrows (20 short bow)	5 S.P.
Arrows (20 long bow)	1 G.P.
Short Bow (standard)	10 G.P.
Short Bow (custom)	20 G.P.
Long Bow (standard)	50 G.P.
Long Bow (custom)	100 G.P.
Light Crossbow	10 G.P.
Heavy Crossbow	20 G.P.
Javelin	5 S.P.
Quarrel (20 light)	1 G.P.
Quarrel (20 heavy)	2 G.P.
Shiriken (throwing stars, 12)	1 G.P.
Sling	4 C.P.
Sling Bullets (20)	2 C.P.
Spear	1 G.P.
Throwing Axe	5 S.P.
Throwing Knife	1 G.P.
War Dart	2 S.P.

ARMOR/SHIELDS

Padded Armor	2 G.P.
Leather Armor	5 G.P.
Studded Leather	10 G.P.
Ring or Scale Mail	50 + G.P.
Chain Mail*	200 + G.P.
Plate Mail	500 + G.P.
Plate Armor* 2000 + G.P.	
Wooden/Animal Hide Shield	5 S.P.
Bronze/Copper Shield	10 G.P.
Iron Shield	20 G.P.

***Note:** In the Atlantean world, only elves and dwarves know how to make chain mail and suits of plate armor, both of which are quite rare.

For purposes of saving throws (particularly when parrying vs cutting or bashing weaponry), all but the finest wooden or animal hide shields can be considered "inferior quality" goods. Bronze or copper shields can generally be considered "average," and iron shields "superior" (see SAVING THROWS FOR INANIMATE OBJECTS).

MAGICAL/ALCHEMICAL EQUIPMENT AND SUPPLIES

ITEM	*DESCRIPTION/USE*	*COST*
Alembic	Distillation device (air-tight)	1 G.P.
Apothecary Jars	Glass containers; storing herbs, etc.	12 for 1 G.P.
Balance & Weights	Scales for weighing ingredients	25 G.P.
Bandolier Belt	Holds up to 10 vials (wt., 5 lbs., full)	10 G.P.
Beakers	Fluid containers (open)	12 for 10 S.P.
Bellows	For fanning fires	5 S.P.
Blowtube	For use w/Powders, Dusts	2 G.P.
Brazier	Container for burning coals	2 S.P.
Cauldron	Large mixing kettle	2 S.P.
Chalk (1 circle of protection)	Common, used in rituals	1 S.P.
Crucible	Melting pot for metals	1 G.P.
Cruet	Glass bottle for fluids, oils	12 for 2 S.P.
Cusps	Small glass lenses; fit over eye	pair for 5 G.P.
Funnel	Inverted glass cone	12 for 2 S.P.
Glass-Working Tools	Tools for blowing, fashioning glass	25 G.P.
Holy Ritual Vestments	Common	20 + G.P.
Holy Symbol (silver)	Common	10 G.P.
Holy Symbol (simple)	Common	1-10 S.P.
Holy Water (1 vial)	Common	20 G.P.
Hour Glass	Common, various increments available	5 G.P.
Incense (1 simple ritual)	Common	1 G.P.
Ink (non-magical)	Common	1 S.P.
Jewelers' Tools	Metal-working, jewelry-making tools & dies	set for 25 G.P.
Lens	Magnifying device (concave)	10 G.P.
Mortar & Pestle	For powdering ingredients	1 G.P.
Parchment	Common	1 G.P.
Prayer Beads	Common	1 G.P.
Prism	Light-refracting device	10 G.P.
Quill Pen	Common	1 S.P.
Retort	Distillation device (open-ended)	1 G.P.
Ritual Vestments	Common	10+ G.P.
Spellbook	Written record of known spells	100 G.P.
Test Kit	For analyzing substances, mixtures	10 G.P.
Tongs	Metal clamps; handling hot glassware, etc.	1 S.P.
Vat (Copper)	Large tank w/lid - (per. cu. ft.)	5 G.P.
Vellum	Common	1-10 G.P.
Vial (Copper)	Sealable containers; fluids, solvents	12 for 2 G.P.
Vial (Glass)	Sealable containers; fluids, solvents	12 for 4 S.P.
Vial (Porcelain)	Sealable containers; fluids, solvents	12 for 2 S.P.

EQUIPMENT AND SUPPLIES

The following list represents the standard rates for *average* quality goods; *inferior* quality goods can cost as little as 1/2 the listed price, and *superior* goods can cost 2 x the listed price (or more, in areas where such goods are scarce).

LEATHER GOODS	*Price*	*Wt.*		*Price*	*Wt.*
Scroll/Map Case	5 S.P.	10/1 lb.	Quiver (short bow, holds 20 arrows)	5 S.P	1/2 lb.
Belt Pouch	5 S.P.	10/1 lb.	Quiver (low bow, holds 20 arrows)	1 G.P.	1/2 lb.
Money Pouch	1 S.P.	20/1 lb.	Wineskin (holds 2 pints)	1 S.P. (full)	1/2 lb.
Shoulder Pouch (lg.)	1 G.P.	1/4 lb.	Small Waterskin (holds 2 qts.)	2 S.P. (full)	2 lbs.
Back Pack	1 G.P.	1/2 lb.	Lg. Waterskin (holds 2 gallons)	4 S.P. (full)	8 lbs.

CLOTHING	*Price*		
Cap (cloth)	5 C.P.	Gloves (cloth)	1 S.P.
Cap (leather)	1 S.P.	Gloves (leather)	2 S.P.
Cloak	4 S.P	Heavy Cloak (fur)	4 G.P.
Hooded Cloak	5 S.P	Harlequin's Costume	5 G.P.
Boots (high)	1 G.P.	Robe	5 S.P.
Boots (low)	5 S.P.	Ritual Vestments	10 G.P.
Vest (leather)	8 S.P.	Tunic/Breeches (cloth)	4 S.P.
Tunic/Breeches (leather or hide)	1 G.P.		

TOOLS AND MISCELLANEOUS EQUIPMENT

	Price	Wt.		Price	Wt.
Wooden Chest (small)	5 G.P.	2+ lb.	Spikes	10/1S.P.	10/1 lb.
Wooden Chest (medium)	10 G.P.	2+ lb.	Rope (50')	5 S.P.	5 lbs.
Wooden Chest (large)	15 G.P.	20+ lb.	Pitons	10/1 G.P.	10/1 lb.
Iron Chest (small)	10 G.P.	5+ lb.	Ice Axe	1 G.P.	2 lbs.
Iron Chest (medium)	20 G.P.	20+ lb.	Sack (small)	2 C.P.	20/1 lb.
Iron Chest (large)	30 G.P.	40+ lb.	Sack (large)	5 C.P.	10/1 lb.
Thieve's Tools (lockpicks)	25 G.P.	1/4 lb.	Mirror (metal)	2 G.P.	1 lb.
Harlequin's Make-up Kit	10 G.P.	1/2 lb.	Tent (1-2 people)	5 G.P.	5 lbs.
Lantern	10 G.P.	1 lb.	Tent (1-4 people)	10 G.P.	10 lbs.
Candle	12 for 1 S.P.	12 per 1/2 lb.	Spy Glass	20 G.P.	2 lbs.
Torch	10 for 1 S.P.	1/4 lb.	Grappling Hook	1 G.P.	1 lb.
Tinder Box	1 G.P.	1/2 lb.	Mallet (wooden)	5 S.P.	1/2 lb.
Lamp Oil (pint)	1 G.P.	1/4 lb.	Bone Scroll/Map Case	5 G.P.	1/2 lb.

FOOD/LODGING (TAVERN OR INN)

Meal (simple)	2 C.P.	Lodging (cheap, per evening)	5 C.P.
Meal (full)	1 S.P.	Lodging (average, per evening)	1 S.P.
Ale (pint)	5 C.P.	Lodging (good, per evening)	1+ G.P.
Wine (pint)	1 S.P.	Stable (1 animal)	1-2 C.P.
Rum (pint)	5 S.P.	Mead (pint)	2 S.P.

PROVISIONS (ROAD)

Horse Meal (1 day)	1 C.P.
Standard Rations (1 day)	1 S.P.

TACK AND HARNESS

Bit, Bridle, Harness	1 G.P.	Yoke (per ox)	1 S.P.
Saddle	10 G.P.	Saddle Bags	1 G.P.
Leather Barding	50 G.P.	Feed Bag	5 C.P.
Chain Mail Barding	200 G.P.	Plate Mail Barding	400 G.P.
Howdah (seat; camel/elephant)	20/40 G.P.	Elephant Tower (2-6 Man)	200 G.P.

ANIMALS/LIVESTOCK

Warhorse (light)	100 G.P.	Hunting Dog	5 G.P.
Warhorse (heavy)	200 G.P.	Guard Dog	10 G.P.
Riding Horse (light)	25 G.P.	Ocelot/Cheetah (tame)	200 G.P.
Draft Horse	20 G.P.	Hunting Falcon	100+ G.P.
Camel	50 G.P.	Hawk (untrained)	25 G.P.
Mule	10 G.P.	Eagle (untrained)	50+ G.P.
Ox	15 G.P.	War Elephant	800+ G.P.
Onager (wild ass)	15 G.P.	War Camel	75 G.P.
Elephant	400+ G.P.		

LAND TRANSPORT

Mule Cart	10 G.P.	Carriage	150 G.P.
Ox Cart	20 G.P.	Litter	1 G.P.
Wagon (light)	100 G.P.	Chariot	300 G.P.
Wagon (heavy)	200 G.P.	War Chariot	500+ G.P.

WATER TRANSPORT

Raft	10 G.P.
Small (2-man) Boat or Canoe	20 G.P.
Med. (2-8 man) Boat or Canoe	100 G.P.
Long Boat	200 G.P.
Sm. Sailing Vessel	5,000 G.P.
Lg. Sailing Vessel (merchant)	20,000 G.P.
Sm. Galley	15,000 G.P.
Lg. Galley	25,000 G.P.
Warship	30,000 G.P.

SIEGE WEAPONS

Light Ballista (javelins)	100 G.P.
Heavy Ballista (stones)	200 G.P.
Light Catapult	150 G.P.
Heavy Catapult	300 G.P.
Covered Galley w/Brass Ram	700 G.P.
Siege Tower w/Ramp	500 G.P.

The following is a listing of metals, gemstones, animal ingredients, herbs and plants used in various magical/alchemical operations. If purchased from a shop or guildhouse, all such materials will be fully prepared (dried, ground into powder, etc.) and ready for use. All prices represent *average* costs for these ingredients, and may be subject to considerable modification. Game Judges may raise or lower prices according to the relative availability of specific substances with regard to locale, climate, season, etc.

It should be noted that few types of ingredients are available everywhere; in fact, the Game Judge should make certain of the animal ingredients *impossible* to find in *any* type of shop, in order to keep their players active. Shops which *may* carry alchemical ingredients (such as herbalists, apothecary shops, alchemical shops, etc.) are usually found only in large cities. Alchemist's guilds will occasionally have excess common ingredients in stock because they are always being used by resident alchemists.

Note: Plants found in the wild should seldom yield more than one or two drams of useful (or ready-to-use) ingredients *per plant*. A large patch of herbs or plants should only rarely be found by any player/character, with the usual 'find' being limited to 1-4 (d4) plants of any given type.

To help players and Game Judges keep track of the many different types of ingredients, an *ALCHEMICAL/MAGICAL INVENTORY SHEET* has been provided, and can be found in this section.

ALCHEMICAL/MAGICAL PROPERTIES OF ELEMENTS AND METALS

Name	***Innate Properties***	***Cost/oz. (8 drs.)***
Rare Earths	Organic and elemental activators	100 G.P.*
Lodestone	Attraction/ repulsion	10 G.P.
Sulfur	Healing, bonding	5 G.P.
Lead	Stasis, magic resistance	1 G.P.
Mercury	Reversal, change	10 G.P.
Tin	Rulership, control	1 S.P.
Iron	Strength, aggression	1 S.P.
Copper	Protection, passivity	1 G.P.
Silver	Magical activator 3*nd* order	5 G.P.
Gold	Magical activator 2*rd* order	10 G.P.
Platinum	Magical activator 1*st* order	100 G.P.

***Note:** Although all alchemists are able to locate and isolate rare earths from common soil or sand, some may occasionally wish to purchase ready-made quantities of such substances in order to save time.

MAGICAL/ALCHEMICAL PROPERTIES OF GEMSTONES

Type	***Innate Properties***	***Cost per Carat***
Agate	Truth, immunity to poison	10 G.P.
Amber	Immunity to disease	1 G.P.
Amethyst	Emotional influence, immunity to drunkeness	10 G.P.
Beryl	Charisma	1 G.P.
Black Opal	Premonition	1 G.P.
Black Sapphire	Night vision	15 G.P.
Bloodstone	Longevity	5 G.P.
Carnelian	Immunity to black magic	5 G.P.
Chrysolite	Cures insanity	5 G.P.
Chrysoprase	Aids in escape	5 G.P.
Coral	Immunity to drowning	1 S.P.
Diamond	Light, true seeing	50 G.P.
Emerald	Spiritual protection, luck	25 G.P.
Fire Opal	Immunity to fire	10 G.P.
Garnet	Cures melancholia	1 G.P.
Jacinth	Magic resistance	5 G.P.
Jade	Longevity, life force	5 G.P.
Malachite	Influence over water, sea	15 G.P.
Moonstone	Cold, ice, visions of future	5 G.P.
Onyx	Darkness, invisibility	10 G.P.
Pearl	Wisdom, knowledge	2 G.P.
Ruby	Heat, fire	30 G.P.
Sapphire	Influence over air, winds	25 G.P.
Sard	Intelligence	5 G.P.
Topaz	Immunity to magical influence	25 G.P.
Turquoise	Influence over earth, stone	10 G.P.
Quartz	Detect illusions	1 S.P.
Zircon	Protection from spirits	45 G.P.

Substance	Innate Properties	Cost per Dr. (Fluid or Solid)
Basilisk eye	Flesh to stone	350 G.P.
Bat's wing	Curse or reverse effect	5 C.P.
Black cat's hair	Curse or reverse effect	5 C.P.
Bull's blood	Divination	1 C.P.
Chimera wing	Flight	250 G.P.
Cockatrice claw	Petrification	350 G.P.
Demon's heart	Magic resistance	500 G.P.
Devil's horn	Fear	600 G.P.
Djinni hair	Gaseous form	500 G.P.
Dragon's blood	Petrification antidote	200 G.P.
Dragon's bones	Fear	200 G.P.
Efreet's horn	Illusion	400 G.P.
Elf's blood	Night vision	40 G.P.
Ferret's hair	Stealth	1 S.P.
Fly	Curse or reverse effect	1 C.P.
Gargoyle's horn	Immunity to petrification	200 G.P.
Ghoul's tongue	Paralysis	150 G.P.
Ghost (thread of garment)	Ageing	400 G.P.
Giant's blood	Strength	300 G.P.
Goblin blood	Night vision	2 G.P.
Gorgon's tooth	Flesh to stone	250 G.P.
Griffon's feather	Flight	200 G.P.
Harpy's tongue	Charm	350 G.P.
Hawk's feather	Speed	1 G.P.
Kraken's (giant squid's) ink	Used in creation of magical inks	100 G.P.
Imp's blood	Detect magic	250 G.P.
Jann's hair	Pass through earth, stone	400 G.P.
Leopard's heart	Courage, strength	20 G.P.
Lion's heart	Courage, strength	20 G.P.
Makara's scale	Water-breathing	200 G.P.
Manticore's wing	Flight	250 G.P.
Marid's hair	Free action	500 G.P.
Minotaur's horn	Rage	200 G.P.
Mummy's flesh	Immunity to cold	300 G.P.
Nymph's hair	Silent movement	200 G.P.
Mouse's/rat's tail	Stealth	1 C.P.
Ogre's blood	Strength	20 G.P.
Ox blood	Endurance	1 C.P.
Peacock's feather	True seeing	5 G.P.
Pegasus blood	Speed	400 G.P.
Phoenix feather	Immortality	10,000 G.P.
Rhino's horn	Rage	20 G.P.
Roc's feather	Flight	350 G.P.
Saint's hair or bones	Protection from evil	1,000 G.P.
Salamander's scales	Immunity to fire	450 G.P.
Satyr's pipe	Sleep (magical)	300 G.P.
Scorpion tail	Poison	2-8 G.P.
Shaitan's brain	E.S.P.	400 G.P.
Sidhe's hair	Invisibility	250 G.P.
Snake venom	Poison	3-12 G.P.
Snail's shell	Slowness	5 C.P.
Spider's legs	Climbing	1 S.P.
Spider venom	Poison	3-12 G.P.
Sprite's hair	Charm	200 G.P.
Sylph's hair	Invisibility	400 G.P.
Tiger's claw	Immunity to surprise	20 G.P.
Titan's blood	Strength	1,000 G.P.
Triton's scale	Water breathing	200 G.P.
Troll's blood	Regeneration	40 G.P.
Unicorn's horn	Immunity to poison	1,000 G.P.
Vampire's blood	Gasseous form	500 G.P.
Wight's skull	Immunity to magical influence	300 G.P.
Wyvern's tail	Poison	200 G.P.
Yeti's hide	Immunity to cold	300 G.P.
Zombie's bones	Immunity to magical influence 100 G.P.	

Herbs can be purchased in a variety of shops and marketplaces throughout the Atlantean world, and may also be found growing in a number of different terrain types. Because characters may also seek to locate herbs and plants in the wilds, a terrain key has been provided for this purpose.

HERB AND PLANT TERRAIN KEY

R - Roadsides
S - Slopes
F - Fields, meadows
W - Woods
B - Beaches
D - Desert, dry plains
J - Jungle
SW - Swampland
RB - Riverbanks, stream beds
C - Cultivated areas
RU - Ruins
G - Graveyards, barrows
U - Underground
M - Mountain

HEALING PLANTS AND HERBS

Type	*Properties*	*Terrain*	*Cost. per oz. (8 drs.)*
Adder's tongue	Removes minor curses	**W, F, RV**	10 G.P.
Agrimony	Cures blood diseases	**F, W, R**	3 S.P.
Alkanet	Poison antidote	**F, W**	5 S.P.
All - Heal	Adds +25% to any healing mixture	**F, R**	10 G.P.
Amaranth	Stops hemorrhaging	**F**	5 S.P.
Anemone	Cures eye disorder	**F, W, S, M**	3 S.P.
Angelica	Cures lung disorders	**B, SW**	3 S.P.
Asarabaca	Cures violent tendencies (antipathy)	**C, F**	5 S.P.
Asparagus	Cures paralysis	**C, RU**	1 S.P.
Balm	Antidote for depression	**C, F**	1 S.P.
Barberry	Cures burns	**F, C**	2 S.P.
Basil	Draws poison	**C**	2 S.P.
Bindwood	Eases pain	**R, F, RB**	1 S.P.
Bishop's weed	Cures apathy, instills purpose	**F**	5 S.P.
Bitter sweet	Removes minor curses	**W, SW**	5 G.P.
Borate	Removes fear	**R, F, W**	5 S.P.
Bryony	Healing	**RB, C, S**	5 S.P.
Calamint	Cures mental disorders	**F, D, M**	1 G.P.
Coriander	Cures disease	**F, C**	4 S.P.
Daffodil	Healing	**F, C**	3 S.P.
Eyebright	Cures blindness	**F**	2 S.P.
Flax-Weed	Cures skin irritations	**R, F**	1 S.P.
Fumitory	Cures melancholia	**F, C**	5 S.P.
Germander	Relieves pain	**C**	5 S.P.
Gladwyn	Cures paralysis	**W, S**	1 G.P.
Groundsel (mountain)	Relieves pain	**R**	1 G.P.
Hellebore	Cures love sickness	**W**	2 S.P.
Hellebore (black)	Root cures madness	**W**	1 G.P.
Hyssop	Anti-parasitic	**C**	5 S.P.
Lavender	Restores speech	**C, W**	1 G.P.
Moonwort	Heals bruises, broken bones	**M, S**	5 S.P.
Moss	Heals burns	**W, SW, J**	2 S.P.
Peony	Cures insanity	**C, W**	2 S.P.
Periwinkle	Promotes happiness	**F**	3 S.P.
Plantain	Relieves skin irritations	**F, R, S, C**	1 S.P.
Rampion	Relieves fever	**W**	2 S.P.
Rose	Cures eye disorders	**C, M**	1 S.P.
Rosemary	Promotes healing	**F, C**	3 S.P.
Sage	Restores memory	**W, S**	2 S.P.
Self-Heal	Promotes healing	**F, C**	5 S.P.
Shepherd's Purse	Heals burns	**F, R, S, C**	3 S.P.
Tamarisk	Poison antidote	**J**	1 G.P.
Thistle	Poison antidote	**F, W, R**	1 S.P.
Thyme	Anti-parasitic	**S, C**	3 S.P.
Trefoil	Antidote for insect bites	**SW, RB**	4 S.P.
Whortle	Relieves fever	**F, W**	3 S.P.
Wormwood	Anti-parasitic	**F, W**	5 S.P.
Yarrow	Mild sedative	**F, R**	2 G.P.

MAGICAL PLANTS/HERBS

Type	Properties	Terrain	Cost Per Dr.
Almond	Carelessness, indiscretion	F, W	1 S.P.
Aloes Wood	Evokes spirits	F, W	2 G.P.
Angelica	Magic resistance	B, SW	5 S.P.
Anise	Evokes spirits	F, D	1 G.P.
Apricot	Pleasure	F	5 S.P.
Artemesia	Detect spirits	R, S, RB	2 S.P.
Ash	Magic resistance	W	5 S.P.
Belladonna	Flying	RU	2 G.P.
Betony	Strength	F, W	1 G.P.
Black Myrrh	Banishes spirit presences	F	10 G.P.
Black Poppy	Visions of future	F	20 G.P.
Camphor	Protection from disease	F, W	7 S.P.
Caraway	Aphrodisiac	RB, S, C	1 G.P.
Celandine	Charm	R, RU	5 S.P.
Chickory	Friendship	R, RU, F	1 S.P.
Cinquefoil	Charisma	R, F, W	3 S.P.
Cinnamon	Used in summoning rituals	F, W	1 G.P.
Clary	Aphrodisiac	S	2 S.P.
Crocus	Happiness, attracts spirits	F, W	4 S.P.
Dill	Aphrodisiac	F, W, C	5 S.P.
Draconium	Protection from serpents	F, W	5 G.P.
Elder	Witchcraft resistance	W, SW, RU	2 G.P.
Euphorbia	Heroism	R, RU	6 S.P.
Fennel	Protection from spirits	C	5 S.P.
Fern	Invisibility	W, F, RU, SW	1 S.P.
Flag	Protection from passion	F, W	2 S.P.
Flax	Detect spirits	R, F, S	4 S.P.
Frankincense	Aids in summoning rituals	W	3 G.P.
Gall Oak	Ingredient in magical inks	W	1 G.P.
Garlic	Protection from vampires	F, C	1 S.P.
Gentian	Protection from disease	M	3 S.P.
Ginseng	Aphrodisiac	W	5 G.P.
Hawkweed	Keen eyesight	F	1 G.P.
Hazel	Divination	F, W	2 S.P.
Heather (Red)	Passion	F	4 S.P.
Heather (White)	Protection from passion	F	4 G.P.
Hemlock	Flying	SW, RB, W, S	1 G.P.
Hemp	Detect spirits	J	5 S.P.
Henbane	Evokes spirits	RU	3 S.P.
Ivy	Friendship	F, W	1 S.P.
Jasmine	Aphrodisiac	W	2 G.P.
Jonquil	Desire, longing	RB, SW	6 S.P.
Jujuba	Sorrow	D	1 G.P.
Juniper	Neutralizes toxins	F, W	5 S.P.
Larch	Boldness, audacity	W	3 S.P.
Laurel	Protection from lightning	W, M	2 S.P.
Lichen	Refusal	F, W	4 S.P.
Lime	Loyalty	J	1 G.P.
Linden	Compliance, gentleness	F, W	2 S.P.
Linseed	Precognition	R, F, S	3 S.P.
Lobelia	Hostility, aggression	F, W	5 S.P.
Locust	Speak with dead	F, W	5 S.P.
Lotus	Luck	SW	2 G.P.
Lupine	Voraciousness	F	4 S.P.
Lychis	Passivity	F	5 S.P.
Mint	Loyalty	R, F	2 S.P.
Mistletoe	Lock-picking	W	4 S.P.
Mugwort	Premonition	RU	3 S.P.
Mustard Seed	Indifference, apathy	F, R	4 S.P.
Myrrh	Aids in summoning rituals	F	5 G.P.
Nettle	Protection from evil	F, S, W, RU, M	2 S.P.
Oak Leaf	Victory	W	1 S.P.
Oats	Recklessness	F, C	1 S.P.
Oleander	Beauty	F	4 S.P.
Olive	Passion	F	5 S.P.
Orchid	Beauty	J	1 G.P.
Orchis	Lust	J	7 S.P.
Parsley	Protection from evil	R, S, F, C	1 S.P.

Purslane	Detect illusion	**R, W, F**	3 S.P.
Rowan	Necromancy resistance	**M**	5 S.P.
Saffron	Luck	**D**	5 S.P.
Sesame	Protection from evil	**J**	1 G.P.
Sunflower	Truth	**F, R**	4 S.P.
Sycamore	Curiosity	**W**	2 S.P.
Tansy	Protection from magical influence	**F, W**	5 S.P.
Vervain	Courage	**R, C**	4 S.P.
Whortleberry	Treachery, betrayal	**F, W**	3 S.P.
Willow	Sorrow	**SW, RB**	1 S.P.
Wolfbane	Protection from lycanthropes	**W**	5 S.P.

TOXIC PLANTS/HERBS

Type	*Properties*	*Terrain*	*Cost Per Dr.*
Absinthe	Memory loss	**F**	40 G.P.
Black Lotus	Hallucinogenic narcotic	**SW**	200 G.P.
Black Thorn	Bad luck	**F, W**	50 G.P.
Cyclamen	Causes nausea	**F, W**	5 G.P.
Darnell	Mild narcotic; causes sleep	**F**	25 G.P.
Hellebore	Mild poison	**W**	10 G.P.
Liverwort	Paralysis	**W**	15 G.P.
Mandrake	Deadly poison	**W, F**	100 G.P.
Marsh Crow's Foot	Causes skin irritation	**RB, SW**	15 G.P.
Monk's Hood	Poison	**W**	30 G.P.
Nightshade (common)	Causes hallucinations	**W**	20 G.P.
Nightshade (deadly)	Deadly poison	**W, SW**	40 G.P.
Poppy	Narcotic	**F**	20 G.P.
Purple Foxglove	Mild poison	**S**	10 G.P.
Saffron(meadow)	Causes sleep	**D**	25 G.P.
Skullcap	Poison	**SW**	30 G.P.
Spotted Hemlock	Poison	**SW,RB,W**	30 G.P.
Sneezewort	Causes sneezing	**F** 10	G.P.
Water Hemlock	Powerful sedative	**SW,RB**	25 G.P.
Yage	Causes terrifying hallucinations	**J**	75 G.P.
Yellow Melilot	Causes vertigo	**W**	20 G.P.

MISCELLANEOUS RULES

The following is a list of miscellaneous rules and information which the Game Judge may want to use from time to time, or as the situation warrants:

APPRENTICES

When characters attain the 13th level of ability, they are considered *Masters* of their chosen profession, and as such will begin to attract candidates for the position of apprentice. Game Judges should note the following:

- There is a 20% chance each week that an applicant will call on the new Master, seeking a position.
- 75% of all such applicants will, for one reason or another, be *obviously* unqualified for the position.
- Of those who seem qualified, 35% will show a marked lack of ability with regard to the Master's profession. These N.P.C. apprentices will constantly make mistakes, forget the Master's orders, daydream, etc. (Game Judge's decision as to the nature and/or severity of the apprentice's transgressions). Unfortunately, there is no hope for these individuals.
- Those apprentices who prove to be competant will make small mistakes on occasion, but will soon show obvious talent and ability. They will serve their Masters loyally, and perform any task (no matter how menial) without complaint. After approximately 4-7 years these apprentices will graduate to first level status.
- Cost in room and board for an apprentice is generally 100 G.P. per year. Otherwise, all apprentices work for *free* (some may even offer to pay for their instruction).

The maximum number of apprentices that a Master of any profession may take on is equivalent to the Master's *Charisma* divided by *three*.

BRIBERY AND COERSION

In certain game situations it may be possible to bribe or coerce non-player characters into undertaking some action that will benefit a player/character or characters. Whether money is offered or threats are employed, any such attempt to obtain the services of N.P.C.s requires the N.P.C. subjects to *save vs Will*. If the save *fails*, the bribe or threat has the intended effect. If the save is *successful*, the N.P.C. subject

resists the player's bribe or threat. At the Game Judge's option, any bribe or threat-related save vs Will may be modified as follows:

- Award *plus* modifiers according to the generosity of the bribe, the relative wealth of the N.P.C. subject, or the relative loyalty of the N.P.C. Conversely, *negative* modifiers may be awarded for any bribe that is not (in the Game Judge's estimation) particularly tempting to the N.P.C. subject, or for attempts at bribing N.P.C.s who are loyal to another individual, government, cause, etc.

- Award *plus* or *negative* modifiers according to the type of threat being employed, the relative renown of the player/character making the threat, and the relative strength or level of ability of both the player/character and N.P.C. subject. If a player/character is bluffing, the Game Judge may optionally roll a save vs *Intelligence* for the N.P.C. subject *instead* of a save vs Will; if this save is successful, the N.P.C. will suspect that the player is bluffing, and act accordingly.

Note: Multiple attempts may be made with regard to both bribery and coercion, as long as the player involved adjusts the bribe or threat in some way (offers more money, adds further threats, etc.). It is also possible to follow an unsuccessful bribe with a threat, or vice-versa.

DRINKING AND INTOXICATION

Drinking is a popular past time amongst warriors, dwarves and other types of characters, and can be an important factor in certain game situations. In some cultures the amount of strong drink which a person can hold is a measure of his or her toughness. Even if this is not the case, a drinking bout for wagers (or to settle a disagreement) can add a little variety to an adventure. Strong drink also has many practical applications, and can be used to bribe or intoxicate guards (or certain types of monsters), as a subtle means of interrogation, etc.

Each time an individual partakes in the drinking of alchoholic substances (or any other type of intoxicants), a save vs Constitution is required. Check after each drink (or "dose" of intoxicants), and consult the following table:

Save is Successful: Individual feels no effect whatsoever.

Failing First Save: Individual is ***"feeling good."*** +1 CHA, - 1 DEX, and -1 WILL.

Failing Second Save: Individual is ***"intoxicated."*** -1 CHA, -2 DEX, -2 WILL, and -2 on any attack/defense die roll.

Failing Third Save: Individual ***"passes out,"*** and will remain unconscious for 10-20 minutes (d12 x 10 min.). When the individual does awaken, he or she will still be *intoxicated*. Only sleep will restore the individual's sobriety.

Note: Very strong drink (rum, whiskey, etc.) or intoxicants will lower the individual's chances of making his or her save by - 1-4 or *more* (Game Judge's ruling as to the potency of the substance being ingested.)

ADDICTION AND THE ABUSE OF INTOXICANTS

The effects of addiction to any type of intoxicant are as follows:
1) Save vs Constitution once every two months or lose one point of Constitution (permanently, or until the character "breaks the habit").
2) Save vs every other attribute (STR, INT, DEX, etc.) once per year or lose one point of the corresponding attribute.
3) Save vs Constitution once per month; if this save is successful, the character has acquired a tolerance for the substance in question, and must increase his or her consumption by ↑ 25% in order to achieve the desired effect.
4) Failure to maintain the required daily dose of the intoxicant in question will force the addicted character to save vs Constitution once every six hours or experience symptoms of withdrawal. These symptoms typically progress as follows: profuse sweating (2-12 hours), uncontrollable shaking (halve all combat die rolls and saves vs DEX, 50% chance of spell failure for spell casters; 2-12 hours), and finally incapacitating pain (lasting, with intermittent periods of unconsciousness due to exhaustion, for 1-3 days). When all symptoms have subsided, the character will have technically "kicked the habit" (see #5). Taking the required dose of the addictive substance will cause the withdrawal symptoms to stop within 2-20 minutes, but will also continue/resume the addiction.
5) Individuals who have "kicked the habit" will always have to save vs WILL when in the presence of the substance to which they were once addicted. This save improves by + 1 per each month that the character maintains his or her sobriety. Failure to make one's save vs WILL means the character cannot resist taking the substance in question: save vs WILL again, or once again become an addict.

EFFECTS OF FOOD/WATER DEPRIVATION ON CHARACTERS

Lack of Water: Individuals lose *one* point of CON per *each* day without water. In very hot/dry climes individuals will lose *two* points of CON per day, unless they remain relatively inactive during the day *and* are able to create or find a shaded area in which to rest. A robe "pitched" like a small tent will suffice to meet this condition, and individuals can ride a mount or wagon while protected in this fashion without undue exertion.

Lack of Food: Individuals lose one point of CON per every two days without food. (See Hunting/Foraging Skill.)

FATIGUE

Fatigue is a factor which is often overlooked by player/characters and Game Judges alike. All characters (especially spell casters, whose physical conditioning often leaves something to be desired) need rest to recover from any type of strenuous activity, and *sleep* to recover from long (8 hours+) periods of activity. A simple method of determining how much rest or sleep a character will require is as follows:

REST*

Constitution Score	*Rest Required After Strenuous Activity*
20+	Practically No Need for Rest
18-19	5 Minutes per every 2 Hours
17	5 Minutes per Hour
16-15	10 Minutes per Hour
14-10	15 Minutes per Hour
9 or less	20 Minutes per Hour

*Character's who are unable or unwilling to rest after strenuous activity "lose" 1 pt. of Constitution per *each* rest period that they either miss or fail to complete. Lost CON may be regained only by *sleep*.

SLEEP**

Constitution Score	*Sleep Required After 8+ Hours of Activity*
20+	May Miss 1 Week or More Without Consequence
19	May Miss up to 2 Night's Sleep without Consequence
18	May Miss 1 Night's Sleep without Consequence
17	1 Hour (minimum)
16-15	2 Hours (minimum)
14-10	4 Hours (minimum)
9 or less	6 Hours (minimum)

**Characters who are unable or unwilling to get their minimum requirement of sleep lose one point of CON *and* INT (lack of sleep causes drowsiness), as per the rules on lack of rest.

POSSESSION

All demons (and certain types of spirits) have the ability to "possess" the bodies of mortal beings, animals, and even inanimate objects and structures. While demonic possession of inanimate objects is quite rare, instances of spirit possession (hauntings, poltergeists, etc.) occur with much greater frequency.

Often the explanation for such phenomena involves a spirit's reluctance or inability to move on to the next world. Creatures or beings who have met with a violent end or were the victims of foul play will occasionally remain in spirit form at the place where they met their demise, refusing to move on until they have been avenged in some way. While spirits of a relatively benign nature may seek to enlist the aid of living creatures, malign (or very desperate) spirits will often attempt to "possess" an individual in order to attain a corporeal body.

Demonic possession, on the other hand, almost always occurs as a result of some direct contact with beings from the lower planes. Though innocent individuals are occasionally beset by demonic presences, such occurrences are most unusual. Far more frequently, the victims of demonic possession are those who dabble in or practice Black Magic. An incorrectly inscribed circle of protection, a spell miscast from a scroll; even the casual perusal of some ancient and accursed text may be sufficient to warrant an attack by demons bent on possessing the careless interloper's physical form. The chance of demonic possession occurring in incidents of this sort ranges from 1-10%.

Victims of an attempt at possession are allowed a save vs WILL to resist the attack. If the save is successful, the spirit or demonic presence will either seek out another victim or return to its home plane (Game Judge's decision, based on the prevailing circumstances). If the save is not successful, the victim is possessed by the entity in question. In the case of demons, multiple possession is possible (20% chance). Roll 1d20 to determine the number of presences, and 2d8 to determine their level and general type (minor demon, lesser demon, greater demon).

In all cases where a character becomes possessed, the Game Judge is allowed to play the affected character. The Game Judge may choose to play the possessed character at all times, or only at such times as the spirit/demon would be most likely to control the victim's actions. If desired, the fact that the victim is possessed may be kept secret from other players by the use of notes, whispered instructions, and so forth. A successful exorcism (or multiple exorcisms, in the case of multiple possessions) will return control of the character to the player.

THE PLAYER/CHARACTER'S FORMER MENTOR

With the possible exception of player/beastmasters (who may choose to have acquired their abilities by being raised amongst animals), all player/characters will have had a former mentor or Master who taught them the skills of their profession. Player/spell casters and alchemists in particular will have relied upon the aid and guidance of such an individual in the early part of their careers, and may wish to consult with their former Master from time to time. The inclusion of a N.P.C. former mentor or Master can be a usefull addition to any campaign, for it gives the player/character a better understanding of his or her early (pre-game) career and allows the Game Judge to interact with players on a uniquely personal level. The relationship between former Master and pupil may, in fact, be used to provide impetus and incentive for any number of different adventures; the player/character may seek out his or her former mentor for advice (or assistance in learning a new spell or skill), the Master may contact the former pupil in order to obtain a favor of some sort, and so on.

If the Game Judge would like to add N.P.C. mentors to the game, the following table may be used as a guideline for the creation of the former mentor's persona:

Race: usually the same as the former pupil, though the Game Judge may choose otherwise.

Sex: pick one or roll d6: 1-3 = Male 4-6 Female

Age: roll d6 to determine the general age group that the former mentor falls under (actual age will vary according to race):

1 = Mature Adult (late)
2 = Early Middle Age
3-4 = Late Middle Age
5 = Venerable (early)
6 = Venerable (late)

Attribute Scores: All prime requisites may be determined by adding 1-6 points to the minimum attribute scores for these categories (keep in mind any racial maximums which may apply). Other attribute scores may be determined as the Game Judge sees fit.

Level of Ability: The former mentor will always be 5 + 1-4 levels higher than his or her most advanced pupil.

Alignment: Unless the mentor's alignment is one which is determined by his or her profession, the Game Judge may choose any alignment desired, or roll d6*:

1 = Lawful Good
2 = Chaotic (leaning towards good)
3-4 = Neutral
5 = Chaotic (leaning towards evil)
6 = Lawful Evil

***Note:** It is possible that mentor and former pupil may be of diametrically opposing alignment. This should not necessarily mean that the two are enemies; the former mentor may be dissastisfied with the pupil's choice of alignment, but may still feel kindly towards him or her. This could lead to a number of interesting developments, with mentor and former pupil constantly trying to get each other to see things from their own separate points of view (or trying to convert one another to their respective beliefs).

Temperament: This is a very important factor, as it determines to a great extent just how helpful the former mentor or Master may be if the player/character pupil is in need of advice or aid. Roll % dice or choose one of the following:

01 - 20% = ***Benevolent:*** The former mentor is quite proud of his or her pupil, and will always make time for a consultation. There is a 60% chance that the mentor will be able to spend time teaching the former pupil a new spell, skill, etc. If currently unavailable to teach, the former mentor will arrange to make time for the pupil within 1-8 days.

21 - 40% = ***Fairly Helpful:*** The former mentor is available for consultation 85% of the time, and is available to teach the pupil a new skill or spell 40% of the time. If unavailable, the mentor will make time for the pupil within 2-12 days.

41 - 55% = ***Preoccupied:*** The mentor is always extremely busy. There is a 50% chance that he or she will have time for a *brief* consultation, but will be available to teach a new skill or spell only 20% of the time. If unavailable, the former pupil may try again in 1-4 weeks.

56 - 65% = ***Irritable:*** The mentor is almost always in a foul mood over something. There is a 25% chance that he or she will answer one or two questions, but only a 10% chance (per month) that he or she will take the time to teach a new skill, spell, etc. This chance increases to 50% if the former student agrees to do the mentor a favor of some sort in return for his or her aid.

66 - 75% = ***Unapproachable:*** The mentor has no time for small talk. If you want to risk it there is a 10% chance that he or she will answer a single question just to get rid of you. Don't even ask about teaching a new spell, skill, etc.

76 - 80% = ***Unpredictable:*** The mentor may react in any of the previously listed manners. Roll % dice anytime he or she is to be consulted to determine the mentor's current state of mind (ignore any roll of 76%+).

81 - 90% = ***Unfriendly:*** Mentor and student have not parted on good terms. The reason (jealousy over the student's abilities, difference in alignment, personal disagreement, etc.) for this animosity may or may not be clear to the former pupil (Game Judge's decision as to details).

91 - 100% = ***Deceased:*** Game Judge's decision as to cause of death. If desired, the death of the former mentor may have had a profound effect on the player/character pupil. He or she may wish to avenge the mentor's death, discover who the killer was, etc.

Wealth: to determine the mentor's wealth, roll d6 (adjust as necessary according to your campaign):

1	= Poor	2-20 G.P.
2	= Fairly Poor	50 + 3d20 G.P.
3-4	= Average	1000 x 1-4 G.P.
5	= Wealthy	10,000 x 1-10 G.P.
6	= Extremely Wealthy	100,000 x 1-10 G.P.

Renown: The mentor's renown percentage is determined by rolling % dice and adding 20% to the result.

Other Pupils: This is strictly up to the Game Judge to decide. The mentor may have taught many students, or only one or two. By rolling on the *Temperament* table, the Game Judge may determine how other pupils view the player/character, if desired.

Spellcaster's Titles: If desired, players and Game Judges may rate spellcasters according to rank and title, as follows:

Apprentice	(Level 0)	Adept	(Level 9 - 12)
Initiate	(Level 1 - 4)	Master	(Level 15 +)
Minor Adept	(Level 5 - 8)		

ALCHEMISTS AND LABORATORY FACILITIES

Unlike most of the other character classes, alchemists need a workshop or laboratory in order to ply their trade. The cost of such a laboratory, fully stocked with a large furnace, glassware and the vast array of necessary materials and equipment, is far beyond the means of the average beginning alchemist. This is no real obstacle, however, since the young alchemist can always:

1. Stay on with the Master whom he or she apprenticed under. All Master alchemists will allow their former apprentices to stay with them so long as they consent to spend 1 week of each month working with the Master on his or her projects. During this week, the young alchemist will be performing such menial tasks that no more than 1-100(%d) experience points will be gained. So long as this obligation is fulfilled, the beginning alchemist will be allowed to use any and all of the lab's facilities. All ingredients will have to be supplied by the initiate.

2. Rent lab space from the local Alchemist's Guild. There is a 65% (+1-20%) chance that there will be such facilities in any large town or city, and a 50% chance (each week) that there is space available. Cost is 10 G.P. per month (+10 G.P. per level of the alchemist). This fee covers operating costs only, and does not include ingredients. Some Guilds (30%) will hold the alchemist personally responsible for any damage done to the laboratory. (See *ALCHEMICAL MISHAP TABLE*). Note that spell casters will seldom be allowed to rent lab space from an Alchemist's Guild unless a Guild member will vouch for them.

OWNING AND OPERATING A LABORATORY

As soon as an alchemist or spell caster becomes established and has managed to raise a fair sum of money, he or she may wish to build or purchase a laboratory. Costs for such an operation will be as follows:

1. **Building the Laboratory:** A solid, stonework building will cost 500 G.P. per 100 sq. ft. of lab area. At least 200 sq. ft. will be needed.

2. **The Furnace:** Perhaps the most important part of the lab is the furnace, where the *alchemical fire* must be kept burning at all times. A furnace will cost 300 (+10-100) G.P. to build and install. Once completed, it will take 1-4 weeks to "cure", afterwhich the *fire* may be started. *Alchemical fires* require constant attention usually by a young assistant. It will cost 100 G.P. per year to keep the fire burning at the correct temperature, and there is a 5% chance (−1% per assistant employed) per month that the fire will go out. Standard salary for a semi skilled lab assistant is about 50 G.P. per year.

3. **Equipping a Laboratory:** The cost to fully equip a laboratory is 2,000 (+100-400 G.P.). This includes all glassware, measuring, weighing, and distillation devices, storage shelves, tables, stools, braziers, reams of parchment, ink, etc. The laboratory is complete, and the only further expense will be a small fee to cover normal wear and replacement of broken glassware (10-40 G.P. per year).

4. **Assistants:** Not to be confused with apprentices, these hirelings are basically unskilled or at best semi-skilled laborers. They are primarily used to watch the Fire and perform errands, cleaning, etc. If a player/alchemist owns his or her laboratory, then at least 1 assistant must be hired per 200 sq. ft. of lab space. Note that if a player/alchemist (owning a laboratory) doesn't hire such help, the work area will become so cluttered that the chance of success for all operations will suffer a cumulative −1% penalty *per month*. Salary for such an assistant is usually 100 G.P. per year.

ALCHEMICAL MISHAP CHART

Anytime a "Chance-of-Success" die roll indicates a mishap has occurred in the laboratory, use this table to determine the extent of damage to persons and/or property. Roll percentile dice (no modifiers of any sort).

DIE ROLL	*RESULT*
1-10%	**Materials Failure:** Materials fail to produce desired result. There is a 10% chance that one or more of the ingredients required for the operation in question is/are defective. Roll for each ingredient used; any roll of 10% or less indicates the need to obtain a new supply of the defective (degraded, spoiled, contaminated, etc.) ingredient.
11-20%	**Deffective Container:** Vessel used to contain the mixture proves defective; the substance being concocted escapes into the lab (Game Judge's ruling as to the consequences of this mishap). **Note:** if an aludel was being used, *ignore* this result and treat the mishap as a simple failure to achieve the desired results.
21-50%	**Minor Explosion:** No one was injured, and only 10-100 (d10x10) G.P. worth of damage was done to some of the equipment. The Lab may still be used, but the experiment in progress is ruined.
51-79%	**Explosion:** Anyone within a 20 ft. radius of the experiment will suffer 1-12 points of damage, and 100-1000 (d10x100) G.P. worth of damage is done to the lab. One week will be needed to effect repairs.
80-95%	**Costly Explosion:** Anyone within a 40 ft. radius of the experiment will suffer 3-24 (3d8) points of damage (double this figure if alchahest was being used). The laboratory has taken 1,000 + 100-2,000 (d20x10) G.P. worth of damage and will take 2-5 (d4 + 1) weeks to repair.
90-100%	**Catastrophic Explosion:** Anyone within a 100 ft. radius of the experiment will suffer 5-50 (5d10) points of damage. (Double this figure if alchahest was being used.) The alchemist's furnace has been destroyed, and an additional 2,000-5,000 (d4 + 1x1,000) G.P. worth of damage has been done to the laboratory (structural damage to walls, ceilings, etc.).

TURNING UNDEAD TABLE

Level of Creature or Being*	Level of Priest, Mystic, or Necromancer																										
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30+
1	10	8	6	4	2	T	T	B	B	X																				
2	12	10	8	6	4	2	T	T	B	B	X																			
3	14	12	10	8	6	4	2	T	T	B	B	X																		
4	16	14	12	10	8	6	4	2	T	T	B	B	X																	
5	18	16	14	12	10	8	6	4	2	T	T	B	B	X																
6	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X															
7	-	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X														
8	-	-	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X													
9	-	-	-	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X												
10	-	-	-	-	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X											
11	-	-	-	-	-	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X										
12	-	-	-	-	-	-	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X									
13	-	-	-	-	-	-	-	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X								
14	-	-	-	-	-	-	-	-	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X							
15	-	-	-	-	-	-	-	-	-	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X						
16	-	-	-	-	-	-	-	-	-	-	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X					
17	-	-	-	-	-	-	-	-	-	-	-	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X				
18	-	-	-	-	-	-	-	-	-	-	-	-	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X			
19	-	-	-	-	-	-	-	-	-	-	-	-	-	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X		
20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	20	18	16	14	12	10	8	6	4	2	T	T	B	B	X	

*Includes Undead, Devils, Demons, and Paladins of opposing alignment. Necromancers may turn spirit beings via this ability, and gain mastery over any Undead, Devil, or Demon on a result of "T", "B", or "X", if desired.

- = Cannot affect T = Automatically turned B = Automatically banished X = Automatically destroyed

BEASTMASTER'S INFLUENCE

LEVEL OF ANIMAL OR CREATURE	LEVEL OF BEASTMASTER																						
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24+
1	10	6	4	2	C	C	B	M																
2	12	10	6	4	2	C	C	B	M															
3	14	12	10	6	4	2	C	C	B	M														
4	18	14	12	10	6	4	2	C	C	B	M													
5	20	18	14	12	10	6	4	2	C	C	B	M												
6	-	20	18	14	12	10	6	4	2	C	C	B	M											
7	-	-	20	18	14	12	10	6	4	2	C	C	B	M										
8	-	-	-	20	18	14	12	10	6	4	2	C	C	B	M									
9	-	-	-	-	20	18	14	12	10	6	4	2	C	C	B	M								
10	-	-	-	-	-	20	18	14	12	10	6	4	2	C	C	B	M							
11	-	-	-	-	-	-	20	18	14	12	10	6	4	2	C	C	B	M						
12	-	-	-	-	-	-	-	20	18	14	12	10	6	4	2	C	C	B	M					
13	-	-	-	-	-	-	-	-	20	18	14	12	10	6	4	2	C	C	B	M				
14	-	-	-	-	-	-	-	-	-	20	18	14	12	10	6	4	2	C	C	B	M			
15	-	-	-	-	-	-	-	-	-	-	20	18	14	12	10	6	4	2	C	C	B	M		
16	-	-	-	-	-	-	-	-	-	-	-	20	18	14	12	10	6	4	2	C	C	B	M	
17+	-	-	-	-	-	-	-	-	-	-	-	-	20	18	14	12	10	6	4	2	C	C	•	•

MODIFIERS:

-1 For Any Attempt at Befriending*
- For Any Attempt at Mastery*
M = Automatically Mastered
- = Unable to Influence
C = Automatically Called
B = Automatically Befriended

* Beastmasters cannot befriend or master any creature or animal higher than 16th level via this ability.

SPIRIT BINDING TABLE

Level of Spirit	Level of Shaman														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15*
1	10	8	6	4	2	B									
2	12	10	8	6	4	2	B								
3	14	12	10	8	6	4	2	B							
4	18	14	12	10	8	6	4	2	B						
5	20	18	14	12	10	8	6	4	2	B					
6	-	20	18	14	12	10	8	6	4	2	B				
7	-	-	20	18	14	12	10	8	6	4	2	B			
8	-	-	-	20	18	14	12	10	8	6	4	2	B		
9	-	-	-	-	20	18	14	12	10	8	6	4	2	B	
10	-	-	-	-	-	20	18	14	12	10	8	6	4	2	B
11	-	-	-	-	-	-	20	18	14	12	10	8	6	4	2
12	-	-	-	-	-	-	-	20	18	14	12	10	8	6	4
13	-	-	-	-	-	-	-	-	20	18	14	12	10	8	6
14	-	-	-	-	-	-	-	-	-	20	18	14	12	10	8
15	-	-	-	-	-	-	-	-	-	-	20	18	14	12	10

Note: A roll of "1" always indicates that the spirit has successfully resisted the Shaman.
- = Cannot affect
B- = Automatically bound into service

N.P.C. PROFESSIONS

The following is a list of non-player character (N.P.C.) professions, their general abilities, and the average cost to hire (or in some cases, retain the services of) such individuals. In all cases, costs may vary depending on the individual's talent or renown (Game Judge's ruling). Game Judges should feel free to add to the list of N.P.C. professions as best suits the type of campaign they are running.

ALCHEMIST: Alchemists are skilled at creating a great variety of magical mixtures and substances. While most of these studious individuals work solely to advance their art, some own or rent small shops and will sell remedies and potions to support their costly research (the average prices for such mixtures are listed under the section on *MAGICAL/ALCHEMICAL OPERATIONS*). If an individual has access to a well-equipped lab, he or she may be able to obtain the services of an alchemist on a long term basis. Salary will usually be in the area of 100 G.P. per month (per level of the alchemist), *plus* the cost of all materials needed by the alchemist.

ANIMAL TRAINER: Animal trainers are skilled in the handling, taming and training of all sorts of animals. See *Performing Skills* for details.

ASSASSIN: see *PROFESSIONS* for details

BOUNTY HUNTER: see *PROFESSIONS* for details

BOWYER/FLETCHER: Bowyers are skilled bowmakers, and Fletchers are skilled at making arrows. For game purposes, these two professions are often combined into one, the *Bowyer/Fletcher.* A skilled Bowyer/Fletcher can custom-make a bow to the exact strength and size of the buyer, for double the standard price. All other prices are as listed under the section of equipment and supplies.

CLOTHIER: Clothiers include weavers, dyers, and tailors. These tradespeople may be employed in the making of all types of cloth articles, from blankets, costumes, clothing, hats, etc. Prices are as listed under the section of *EQUIPMENT AND SUPPLIES.*

CREWMEN: Crewmen are skilled sailors who perform a variety of functions on board river, lake or ocean-going vessels. Costs vary according to the type crewmen being hired, as follows:

Crewman Type	***Cost per Month (per level of ability).***
Sailor/Oarsman:	8-10 S.P.
Marine (Warrior)	2 G.P.
1st mate/navigator	5 G.P.
Captain	10 G.P.

DRIVER: Drivers are skilled at handling teams of horses or oxen, and are able to operate carts, wagons, chariots or coaches of any sort. Skilled drivers are needed to transport large amounts of goods overland and to keep caravans moving in an orderly fashion. Pay is usually 2 - 5 G.P. per day.

ENGINEER: Engineers are skilled draftsmen who may be hired to design fortifications, buildings, bridges, mines, monuments, etc. Those with military experience may specialize in the construction and operation of siege equipment. Most engineers can be hired for 10% of the total cost of the desired construction.

Note: Keeping in mind the fact that construction time and costs varied greatly in ancient times, the following figures may be used as a basic guideline for game construction:

LABORER: Laborers include bearers, porters, miners, dock workers, construction crews, etc. Unskilled laborers can usually be hired for 5 C.P. per day, but will often yeild unsatisfactory (or poor quality) results. Skilled laborers will command from 1-5 S.P. per day, and will generally turn out good work. While skilled laborers can handle almost any simple construction (such as low walls, pits, ditches, etc.), more complex structures will require the aid of a stone mason or engineer.

Costs:	***Time:***
1 S.P. per cu. ft. of stone	1 man can mine 5 x 5 x 5 ft. of earth per (8 hr.) day,
1 S.P. per sq. ft. of wood	*or* 5 x 5 x 5 ft. of soft rock in 2 days
1 C.P. per cu. ft. of earthen works	*or* 5 x 5 x 5 ft. of hard rock in 5 days

1 mason (with a laborer) can cut and lay 135 cu. ft. of stone per day

1 carpenter (with a laborer) can build 100 sq. ft. of construction per day

HUNTER: Hunters are skilled woodsman and trackers. They may be hired as scouts for an army or mercenary band (cost: 5-10 S.P. per level, per week), or as guides (2-4 S.P. per level, per week). If hired to locate lost or stranded individuals, cost is usually 10+ G.P. per level, plus considerations for travel and expenses. Note that hunters will generally *not* accept any job that seems better suited to a bounty hunter.

JEWELER: Jewelers include gemcutters, goldsmiths, silversmiths, and any type of artificer who works with precious substances. Any item crafted by a jeweler will usually sell for 2-10 times the cost of the materials required to make it (depending upon the skill and reputation of the jeweler). A jeweler may be employed to increase the worth of uncut stones, create ornamental goblets or jewelry, etc. for a similar fee.

LEATHER WORKER: Leather workers are skilled at tanning and curing hides of all sorts, and can create any type of leather goods (such as belts, pouches, saddle bags, wineskins, harnesses, etc.). See *Equipment and Supplies* for prices.

MERCENARY SOLDIER: Mercenary soldiers of all sorts are often available for hire as guards, armed escorts, etc. Costs vary according to the type of mercenary being hired, as follows:

Mercenary Type	***Cost Per Week (per level of ability).***
Foot soldier or guard	2 S.P.
Cavalry or mounted guard	4 S.P.
Archer	5 S.P.
Artillerist	1 G.P.
Sergeant (level 3+)	2 G.P.
Lieutenant (level 5+)	3 G.P.
Captain (level 7+)	5 G.P.

SCHOLARS: Scholars are well-educated men and women skilled in the arts and sciences. Though often skilled in several different areas, most scholars tend to specialize in one or two fields, as follows:

Linguist: Linguists specialize in languages, and may be hired as interpreters (10 + G.P. per day, per level). Tutors (50+ G.P. per level, will teach one new language in 1-3 months; 5 hrs. per week for lessons), or to translate *brief* written materials (5 + G.P. per page).

Scribe: Scribes are expert copyists, and may be hired to reproduce all sorts of written materials at a cost of 10 + G.P. per page. Scribes can also transcribe writings from one language to another (20+ G.P. per page)

Historians: Historians specialize in the study of ancient lore and legend. For a brief consultation, an historian may command 10+ G.P. per level of ability; if hired for research purposes fees typically range from 50-100 G.P. per level, per week. Historians who specialize in magical lore add + 1% per level when hired for research purposes. (See *Magical Research,* Chapter 2.)

Cartographer: Cartographers specialize in mapping all sorts of terrain and topographical features. Most are able to make detailed maps of up to a 1 sq. mile area in one day (fee is 10+ G.P. per level, per day). Cartographers can also be consulted (for 5+ G.P. per level) in order to verify the authenticity of any type of map.

SERVANT: Servants include maids, scullery workers, hand servants, stable boys, and any sort of domestic help. Those employed in positions of little importance may be hired for as little as 1-2 C.P. per day. Personal valets, cooks and the most trusted (or favorite) servants may be paid 1-5 S.P. per day or more.

SMITH: Smiths are skilled iron workers who may be hired to fashion shields, armor, swords and metal tools or implements of any sort. Costs are as per the standard prices for these types of items, or double the listed prices for custom-made articles. The best smiths (such as dwarves) are considered artisans, and may make superior quality swords and extremely elaborate helms, shields, and armor (costs may be up to 10x listed prices for such work). If the employer provides a fully-equipped forge and work shop (cost: 500 + G.P.), a smith may be hired on a long-term basis (salary is a minimum 200 G.P. per month).

SPELL CASTER: Spell casters of almost any sort may be hired for certain types of short or long term work. They will seldom hire out as adventurers, most preferring to remain close to their place of work and/or residence. Some spell casters will sell scrolls (for 100 G.P. plus 50 G.P. per level, per spell), or can be hired to cast curative or "antidote" - type spells (cost is usually 50 G.P. per level of the spell). It is possible to obtain the services of a spell caster on a long term basis, though few will work for less than 100 G.P. (per level of ability) per week. Note that spell casters will almost never teach a spell or sell a magic item to any individual that they do not know and trust.

SPY: Spies specialize in covert activities and information gathering. The cost to hire a spy is a minimum 1-10 G.P. per level, per day. The chance of a N.P.C. spy discovering or obtaining a desired piece of information is usually 10%, +5% per level of ability (95% maximum). A % check may be made once per day (or as applicable) by the Game Judge. The chance of a N.P.C. spy being discovered is 10%, -1% per level of ability (also checked each day). Note that regardless of level, there should always be at least a 1% chance that any N.P.C. spy will be discovered.

STONE WORKERS: Stone workers include brick layers, plasterers, stone cutters and masons. Skilled stone workers can build solid walls up to about 10 ft. high without the need for mortar, can construct one-story buildings, foundations, walkways and stairways without the aid of an engineer, and can earn 5-10 S.P. per day. Superior stone masons can create elaborate stonework archways, carvings, cornice stones, etc. Such artisans can command 1-10 G.P. per day, or more.

TINKER: Tinkers are the jack-of-all trades of craftsmen. They may be hired to make simple repairs on practically any type of equipment or article, including leather goods, metal wares, armor, etc. (cost is usually 1/4 - 1/2 of the price of the item, depending on the extent of the damage). Tinkers will also polish and clean armor (for 2-8 C.P.), sharpen blades of any sort (for 5-10 C.P.), or fashion special or custom-made articles from leather or metal (Game Judge's ruling with regard to cost).

WITCH HUNTER: See *PROFESSIONS* for details.

WOODWORKERS: Woodworkers and carpenters are skilled at making posts, cutting timber, and constructing buildings and forticiations of wood. A skilled wood worker can create sturdy chests, shelves, desks, cabinets, and doors, and can earn 2-6 S.P. per day. Artisans can fashion very elaborate goods of superior quality, and can command 1-6 G.P. per day or more for their work.

THE ARCANUM BOOK OF LISTS

The following section is included for use as a general reference for player/spell casters, and as a listing of the various types of summoned creatures. The type of service which each summoned creature may be asked to perform is also indicated, as well as the creature's average level of ability and Will score.

Note: For more complete information on the various types of summoned creatures (as well as a host of other creatures and beings native to the antediluvian age), see Bard Games third Atlantean book: **THE BESTIARY.**

CLASSES OF SUMMONED CREATURES

1) ***DEMONS***

Demons are the infernal denizens of the Nether Realms (also called "the Abyss"). Chaotic by nature, these evil creatures revel in the torture and slaughter of those weaker than themselves, and are held in check only through a merciless chain of command known as the Hierarchy of Demons. Their ruler is the dreaded being called Mephistopheles, who is said to be the very embodiment of chaos. Mephistopheles has been known throughout the ages by many names, including Abadon, Typhon and Baelzebub. His hatred is all-consuming. He would destroy even his own dark realm in order to bring down the rest of creation.

When summoned or evoked, demons of the lesser and greater sorts must be dealt with severely. Even the slightest hesitation on the part of the summoner will be interpreted as weakness, causing the demon to believe it can twist and pervert the meaning of the summoner's commands. Though cruel and viscious by nature, demons fear the powers of good, and will initially recoil from the sight of holy symbols and artifacts of Divine Magic. Both lesser and greater demons must *always* attack devils (their hated rivals) on sight, or face the wrath of Methistopheles himself.

DEMONS

Type	Level of Ability	Will Score	Services
MINOR DEMONS (familiars)	-	-	All Minor Demons Will Perform Any Single Service, or serve as a Familiar
Gremlin	3	7	
Manes	3	7	
LESSER DEMONS	-	-	All Lesser Demon Will Serve for up to 10 Minutes - Per Level of the Summoner
Common	8	8	Any Single (uncomplicated) Command Will be Obeyed
Fiend	9	8	As per Common Lesser Demons
Demon Locust	10	8	As per Common Lesser Demons
WINGED DEMON	12	14	Transport up to 3 Individuals to Any Place, Deliver Any Message
GREATER DEMONS	-	-	All Greater Demons Will Grant a Wish of Limited Power in Lieu of Service
Common	16	13	Any Single Service; Will not Travel Greater Than 1 Mile
Incubus/Succubus	16	14	Any Single Service; 24 Hours or Less
Kalkydri	16	14	Slay Any Enemy of the Summoner; 1 Attempt Only
Empusa	18	14	Guard Any Place Until the First Intruder is Slain or Repulsed
Cacodaemon	18	14	Will Carry Off Any Individual Into the Depths of the Nether Realms
NETHER DEMON	20	14	Reveal Information About Any Deceased Person (up to 3 questions)
ARCH DEMONS	20	14	All Arch Demons Will Grant a Wish in Lieu of Service
Aaman	24	20	Will Battle Any Enemy of the Summoner (1 attempt only)
Astorath	24	23	Free Any Captive, or Imprison Any Captive Held by the Summoner
Baal	24	22	Create Any Type of Natural Disaster (flood, earthquake, etc.)
Moloche	24	20	Cast a Terrible Curse Upon Any Enemy of the Summoner

Nergal	24	22	Execute (or torture and interrogate) Any Captive of the Summoner
Shax	24	20	Teach the Summoner Any Single Spell
Thamuz	24	20	Steal 1-10 x 100,000 G.P. Worth of Treasure for the Summoner
MEPHISTOPHELES	?	?	**Unknown**

2) *DEVILS*

Devils are the denizens of the underworld realms of Hades (also called "the nine hells"). Unlike demons, these evil creatures are lawful in nature, and faithfully adhere to the chain of command known as "the Order of Ascendancy." The ruler of the race of devils is Asmodeus, a sinister and complex being of untold power. It is said that Asmodeus and the arch-devils once dwelled amongst the gods, but were cast out for plotting to sieze control of the heavens. Banished to the dismal planes of Hades, Asmodeus now seeks to gain a position of emminence in the world of men. In this respect, devils are the opposite of their demonic counterparts; where Mephistopheles is brutal and destructive, Asmodeus is subtle and scheming. Some even claim that Asmodeus has a sense of humor, a quality never credited to the grim ruler of the demon hordes.

When summoned, devils of any sort must be dealt with firmly. Though generally willing to aid individuals of similar alignment and purpose, devils are loath to render service to those whom they deem incompetant, or (even worse) in league with demons. In fact, devils of all types despise demons (and vice versa), and will *always* attack them on sight. On their home planes it is said that the two races of devils and demons battle continuously, each trying to usurp the other's power.All devils fear the power of good, and cannot bear the sight of holy symbols or artifacts of divine magic.

DEVILS

Type	Level of Ability	Will Score	Services
MINOR DEVILS (familiars)	3	8	All Minor Devils Will Perform a Single Service or Serve as a Familiar
Grimalkin	3	8	
Alastor	3	8	
LESSER DEVILS	-	-	No Lesser Devil May Serve for Longer than 1 Hour
Gargoyles	8	10	Will Stand Guard or Protect the Summoner
Bat Horin	7	10	Will Serve as a Spy, or Perform Any Single Service
WINGED DEVILS			
Erinyes	10	12	Will Deliver Any Message or Gift
GREATER DEVILS			All Greater Devils Will Grant a Wish of Limited Power in Lieu of Service
Changeling	16	15	Will Impersonate Any Humanoid Being
Asura	16	15	Will Oversee Any Force of up to 100 Men or Perform Any Single Service
Shedim	18	15	Will Serve as Bodyguard for up to 1 Hour
Djinn	12-18	14	Will Perform up to 3 Services (24 hour time limit)
NETHER DEVILS			
Nephilim	20	16	Slay Any Foe and/or Deliver Any Captive to the Pits of Hades
ARCH DEVILS			All Arch Devils Will Grant a Wish in Lieu of Service
Andromeleus	24	20	Will Steal Any Article for the Summoner
Balaam	24	20	Will Answer one Question About Past, Present or Future Events

Barbatos	24	20	Will Answer one Question About Creatures of Any Sort (except devils)
Belial	24	20	Will Give the Summoner a Lesser Devil as a Familiar in Return for a Favor
Dantalion	24	20	Will Answer one Question About Any Individual's Secret Thoughts
Forneus	24	20	Will Teach the Summoner Any Single Language (in one hour)
Furcas	24	20	Will Answer Any 3 questions About the Arts or Sciences
Maltheus	24	20	Will Teach the Summoner How to Use Any Single Weapon (in 1 hour)
Murmus	24	20	Will Answer 3 Questions About Any Departed Soul
Oriax	24	20	Will Answer 3 questions About Any Plane of Existence
Paimon	24	20	Will Teach Any Single Spell
Stolos	24	20	Will Reveal the Virtures of Any Stone, Metal or Herb
Valak	24	20	Will Reveal the Location of Any Single Hidden Treasure
ASMODEUS	**?**	**?**	**Unknown**

3) *SPIRIT ENTITIES*

Spirit entities are beings who reside upon one of the spirit planes, such as the elemental plane, Valhalla, Olympus, etc. Though more or less insubstantial when on their home plane, spirit entities of any sort must manifest themselves as physical beings when summoned to the prime material plane.

Most spirit entities are neutral in alignment, though beings such as guardians and devas may be associated with lawful good deities. Despite the similarity in alignment, spirit entities vary greatly in temperament and demeanor. Nature spirits tend to be withdrawn and almost shy, unless one is fool enough to anger them. Lesser elementals (sylphs, undines, salamanders and earth gnomes) are often extremely hostile towards humans, tolerating only such spell casters as druids, shamans and white (or grey) witches and warlocks. Having been revered in past ages as demi-gods, the True Elementals are understandably somewhat haughty by nature and tend to become violent if treated with disrespect by any summoner.

The heavenly beings known as kerubim, devas and guardians, on the other hand, are modest and unasuming beings who serve their deific master(s) with unswerving loyalty. As long as a summoner has been faithful to his or her patron Deity, these beings will never be reluctant to offer their services. Finally, there are the irin, the strange and powerful beings known as "The Watchers." It is said that the irin once dwelled amongst the gods, but were banished to the astral plane for wanting to know all the secrets of the heavens. Ever since that time, it has been the fate of the irin to watch over all that transpires on the myriad worlds of the material plane, and to learn all that transpires therein. If summoned, an irin will answer one question concerning its area of knowledge, but the irin have sworn never again to interfere in the ways of gods or men.

SPIRIT BEINGS

Type	Level of Ability	Will Score	Services
***Nature spirit**	1+	5	Will Answer Any Question Concerning the Place Where They are Found
****Familiar** (disembodied) **Spirit**	3	6	Will Serve As Familiars
LESSER ELEMENTALS			
Undine	8	14	Will Perform Any Service (water-related)
Sylph	8	14	Will Perform Any Service (air-related)
Salamander	8	14	Will Perform Any Service (fire-related)
Earth Gnome	8	14	Will Perform Any Service (earth-related)
BALAHA	8	15	Will Transport the Summoner to Any Desired Destination

KERUBIM	10	16	Will Guard Any Place or Person(s)
DEVA	16	19	Will Serve and/or Protect the Summoner
GUARDIAN	20	20	Will Avenge Any Wrong Done to the Summoner
TRUE ELEMENTALS			
Earth	20	20	Will Teach (or cast) Any Spell of Earth, Rock or Mud
Air	20	20	Will Teach (or cast) Any Spell of Wind, Storm or Air
Water	20	20	Will Teach (or cast) Any Spell of Water or Ice
Fire	20	20	Will Teach (or cast) Any Spell of Heat or Fire
IRIN (The Watchers)	-	-	An Irin will Answer 1 Question Concerning its Area of Knowledge, or Grant a Wish
Araquiel	24	24	Knows of All who Dwell on or Beneath the Earth
Armaros	24	24	Knows All Spells and Enchantments
Azazel	24	24	Knows How All Tools, Implements and Magic Items are Made
Baraquel	24	24	Knows of All past and Future Events
Ezeekiel	24	24	Knows of All who Dwell in the Skies or Clouds
Gadreel	24	24	Knows of All Weapons and Wars
Penemue	24	24	Knows of All writings (books, scrolls, treaties, etc.)
Sariel	24	24	Sees All that Transpires by Night
Semjaza	24	24	Knows of All Herbs and Plants
Shamshiel	24	24	Sees All that Transpires by Day
DEITIES	?	25	Generally Unapproachable; Occassionally Advice Will be Given

*Nature spirits also may be acquired as spirit helpers (by shamans only)
**Includes power animals, whose level of ability is always as per the shaman it has agreed to serve.

4) *UNDEAD*

Undead are the denizens of the shadow realms which border the planes of Hades and the Abyss. These unholy creatures are neither dead nor alive, but manage somehow to maintain a semblence of life solely through their evil desire to continue existing. Undead creatures despise and envy all living creatures, and will seek to slay or rob them of their life energies if given the opportunity. Undead, in fact, feed off of such energies and become crazed when they have not "eaten" for long periods of time (50% chance that any undead creature encountered in a deserted area will be in such a maniacal state). Undead driven mad by "hunger" will attack no matter what the odds against them are.

While corporeal undead tend to be chaotic in nature (and as such are drawn towards demonkind), non-corporeal undead almost always tend toward lawful evil behavior, and are known to associate with devils. All undead fear the power of good, and can be turned by priests or mystics. If summoned by a necromancer or a practicioner of black magic, undead creatures may be made to perform certain types of services, as listed in the following chart

Type	Level of Ability	Will Score	Services
SKELETON	1	1	Will Stand Guard Over Any Room, Vault, etc.
ZOMBIE	2	1	Will Seek Out and Slay (or capture) Any Enemy of the Summoner
GHOUL	3	3	Will Perform Any Single Service
BARROW WIGHT	4	5	Will Stand Guard over Any Tomb, Crypt or Barrow
MUMMY (Sahu)	6	7	Will Seek Out and Slay Any Enemy of the Summoner
NIGHT MARE	7	6	Will Transport the Summoner to Any Single Place Desired
VAMPIRE	8	10	Will Perform Any Single Service
PHANTOM	8	10	Will Spy Upon or Slay Any Enemy of the Summoner
GHOST	10	12	Will Haunt the Dreams of Any Enemy of the Summoner
BANSHEE	12	12	Will Terrorize Any Enemy or Enemies of the Summoner
WRAITH (Dark Rider)	14	14	Hunt Down and Slay Any Enemy, or Retrieve Any Single Lost/Stolen Item
SPECTRE	16	16	Will Perform Any Single Service

MOVEMENT

The following tables illustrate the base movement rates for characters, horses, vehicles, and waterborne craft.

MILES PER DAY ON LAND (AVERAGE BURDEN)*

Mode of Travel	Terrain Type/Miles Per Day			
	Road	Flatland	Rugged	Very Rugged
On Foot	20	20	10	5
Light Horse	40	35	15	5
Heavy Horse	30	25	10	5
Wagon	25	15	5	-

*unencumbered = +50% movement
*heavily encumbered = -50% except wagons

MOVEMENT/ MILES PER DAY ON THE WATER

Raft	10
Barge	20
Canoe	25
Sm. Sail	100
Lg. Sail	75
Warship	75
Galley	75

ENCUMBRANCE/ CARGO LIMITS (MAX. IN LBS.)

Men - 10 x STR
L. Horse - 500
H. Horse - 750
Wagon - 1000 per beast
Raft - 5 per sq. ft.
Barge - 20,000
Canoe - 600
Sm. Sail - 10,000
Lg. Sail - 30,000
Warship - 6,000
Galley - 4,000

Wind Factor: Roll d6

1 = CALM: No movement for sail powered craft
2 = UNFAVORABLE WINDS: 1/2 movement factor
3-4 = FAVORABLE WINDS: Average movement rate
5 = STRONG, FAVORABLE WINDS: + 50% movement
6 = STORM: Duration is d4 x d12 hours. Ship blown in random direction (roll d8) for duration

ALCHEMICAL/MAGICAL INVENTORY SHEET

MINERALS	**Drams**
Copper	
Gold	
Iron	
Lead	
Lodestone	
Mercury	
Platinum	
Rare Earths	
Silver	
Sulfur	
Tin	
GEMSTONES	**Carats**
Agate	
Amber	
Amethyst	
Beryl	
Black Opal	
Black Sapphire	
Bloodstone	
Carnelian	
Chrysolite	
Chrysoprase	
Coral	
Diamond	
Emerald	
Fire Opal	
Garnet	
Jacinth	
Jade	
Malachite	
Moonstone	
Onyx	
Pearl	
Ruby	
Sapphire	
Sard	
Topaz	
Turquoise	
Quartz	
Zircon	
ANIMAL INGREDIENTS	**Drams**
Basilisk's Eye	
Bat's Wing	
Black Cat's Hair	
Bull's Blood	
Chimera Wing	
Cockatrice Claw	
Demon's Heart	
Devil's Horn	
Djinni's Hair	
Dragon's Hair	
Efreet's Horn	
Elf's Blood	
Ferret's Hair	
Fly	
Gargoyle's Horn	
Ghoul's Tongue	
Ghost (thread of garment)	
Giant's Blood	
Goblin's Blood	
Gorgon's Tooth	
Griffon's Feather	
Harpy's Tongue	
Hawk's Feather	
Kraken's Ink	
Imp's Blood	
Jann's Hair	
Leopard's Heart	
Lion's Heart	
Lycanthrope's Blood	
Manticore's Wing	
Marid's Hair	
Minotaur's Horn	
Mouse's/Rat's Tail	
Mummy's Flesh	
Nymph's Hair	
Ogre's Blood	
Ox's Blood	
Peacock's Feather	
Pegasus' Blood	
Phoenix's Feather	
Rhino's Horn	
Roc's Feather	
Sahugin's Scale	
Saint's Hair (or Bones)	
Salamander's Scale	
Satyr's Pipe	
Scorpion's Tail	
Shaitan's Brain	
Sidhe's (Faery's) Hair	
Snake's Venom	
Snail's Shell	
Sprite's Hair	
Sylph's Hair	
Tiger's Claw	
Titan's Blood	
Triton's Scale	
Troll's Blood	
Unicorn's Horn	
Vampire's Blood	
Wight's Skull	
Wyvern's Tail	
Yeti's Hide	
Zombie's Bone	
HEALING PLANTS/HERBS	**Drams**
Adder's Tongue	
Agrimony	
Alkanet	
All-heal	
Amaranth	
Anemone	
Angelica	
Asarabaca	
Asparagus	
Balm	
Barberry	
Basil	
Bindwood	
Bishop's Weed	
Bittersweet	
Borate	
Bryony	
Calamint	
Coriander	
Daffodil	
Eyebright	
Flax-Weed	
Fumitory	
Germander	
Gladwyn	
Grounsel (Mountain)	
Hellebore	
Hellebore (Black)	
Hyssop	
Lavender	
Moonwort	
Moss	
Peony	
Periwinkle	
Plantain	
Rampion	
Rose	
Rosemary (Marsh)	
Sage	
Self-heal	
Shepherd's Purse	
Sorrel	
Southernwood	
Spikenard	
Tamarisk	
Thistle	
Thyme	

Trefoil		Heather (Red)		Saffron	
Valerian		Heather (White)		Sesame	
Whortle		Hemlock		Sunflower	
Wormwood		Hemp		Sycamore	
Yarrow		Henbane		Tansy	
MAGICAL PLANTS/HERBS	**Drams**	Holly		Vervain	
Almond		Ivy		Violet	
Aloes Wood		Jasmine		Whortleberry	
Angelica		Jonquil		Willow	
Anise		Jujuba		Wolfbane	
Apricot		Juniper		**TOXIC PLANTS/HERBS**	**Drams**
Artemesia		Larch		Absinthe	
Belladona		Laurel		Black Lotus	
Betony		Lichen		Black Thorn	
Black Myrrh		Lime		Cyclamen	
Black Poppy		Linden		Darnell	
Camphor		Linseed		Liverwort	
Caraway		Lobelia		Mandrake	
Celandine		Locus		Marsh Crow's Foot	
Chickory		Lotus		Monk's Hood	
Cinquefoil		Lupine		Nightshade (Common)	
Cinnamon		Lychis		Nightshade (Deadly)	
Clary		Mint		Poppy	
Crocus		Mistletoe		Purple Foxglove	
Dill		Mugwort		Saffron (Meadow)	
Draconium		Mustard Seed		Skullcap	
Elder		Myrrh		Spotted Hemlock	
Euphorbia		Nettle		Sneeze Wort	
Fennel		Oak Leaves		Water Hemlock	
Fern		Oats		Yage	
Flag		Oleander		Yellow Melilot	
Flax		Olive		**MISCELLANEOUS**	
Frankincense		Orchid			
Gall-oak		Orchis			
Garlic		Parsley			
Gentian		Periwinkle			
Hawkweed		Purslane			
Hazel		Rowan			

EQUIPMENT & SUPPLIES

NAME:	**CHARACTER SHEET #1**	LEVEL:
RACE:		X.P.:
PROFESSION:		PLACE OF BIRTH:
ALIGNMENT:		BACKGROUND:

ATTRIBUTES		MODIFIERS	SAVES		MODIFIERS
Strength			vs. STR		
Speed			vs. SPD		
Dexterity			vs. DEX		
Constitution			vs. CON		
Intelligence			vs. INT		
Will			vs. WILL		
Charisma			vs. CHA		
Perception			vs. PER		

PERSONAL
Height:
Weight:
Age:
Distinguishing Features:
Personality Traits:

ARMOR/PROTECTION	PROTECTIVE VALUE
Total Protection:	

COMBAT STATS
Total Pluses to Hit:
Total Damage Bonuses:
Number of Attacks:
Weapon Proficiencies:
Hit Points:

WEAPONS/EQUIPMENT	WEIGHT	WHERE CARRIED
TOTAL ENCUMBRANCE:		

MAGIC ITEMS
1)
2)
3)
4)
5)
6)
7)

Skills / Abilities / Languages Known

CHARACTER RECORD SHEET #2

PLACE OF RESIDENCE:					
RENT/TARIFFS/EXPENSES (PER YEAR, MONTH, OR WEEK):					
POSSESSIONS	WORTH	WHERE STORED	POSSESSIONS	WORTH	WHERE STORED
MISCELLANEOUS INFORMATION:					

FRIENDS, ALLIES, CONTACTS

NAME	PROFESSION	PLACE OF RESIDENCE	COMMENTS

ENEMIES AND RIVALS

NAME	PROFESSION	PLACE OF RESIDENCE	COMMENTS

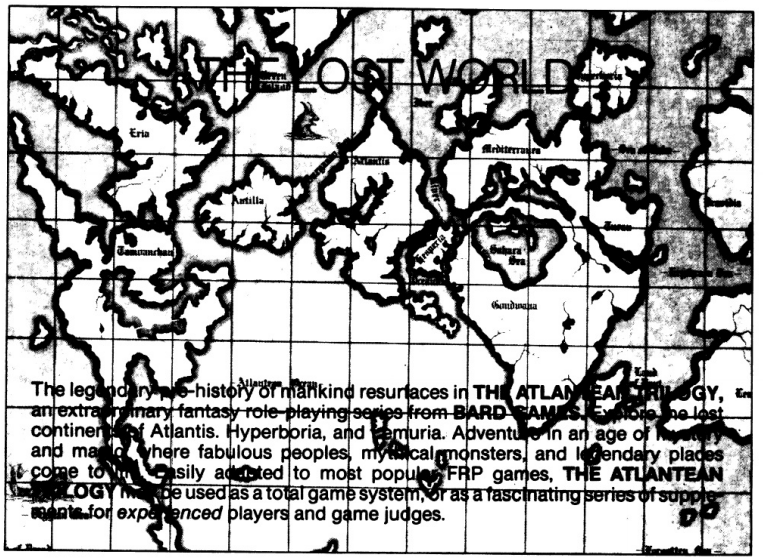
SPELL CARDS

NAME OF SPELL:		NAME OF SPELL:	
Powers:		Powers:	
Range:		Range:	
Duration:		Duration:	
Spell Type:		Spell Type:	
Save:		Save:	
Comments:		Comments:	

NAME OF SPELL:		NAME OF SPELL:	
Powers:		Powers:	
Range:		Range:	
Duration:		Duration:	
Spell Type:		Spell Type:	
Save:		Save:	
Comments:		Comments:	

NAME OF SPELL:		NAME OF SPELL:	
Powers:		Powers:	
Range:		Range:	
Duration:		Duration:	
Spell Type:		Spell Type:	
Save:		Save:	
Comments:		Comments:	

ATLANTIS



The legendary pre-history of mankind resurfaces in **THE ATLANTEAN TRILOGY**, an extraordinary fantasy role-playing series from **BARD GAMES**. Explore the lost continents of Atlantis, Hyperboria, and Lemuria. Adventure in an age of mystery and magic, where fabulous peoples, mythical monsters, and legendary places come to life. Easily adapted to most popular FRP games, **THE ATLANTEAN TRILOGY** may be used as a total game system, or as a fascinating series of supplements for *experienced* players and game judges.

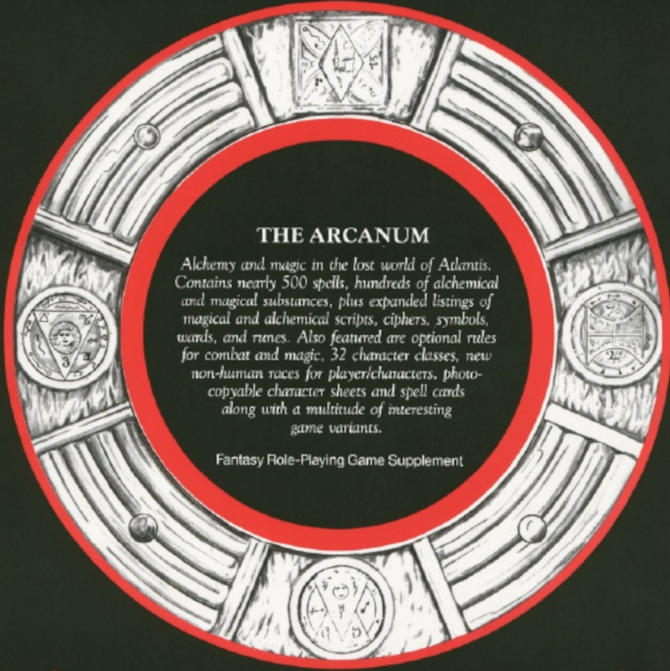
THE ARCANUM
The book of Atlantean alchemy and magic. Contains nearly 500 spells, hundreds of alchemical and magical substances, plus expanded listings of magical and alchemical scripts, ciphers, symbols, wards, and runes. Also featured are optional rules for combat and magic, along with 27 character classes, new non-human races for player/characters, photocopyable character sheets and spell cards along with a multitude of interesting game variants. A must for any experienced fantasy gamer!

THE LEXICON
The cyclopedia and atlas of the Atlantean world. Featuring detailed maps of such legendary places as Avalon, Stonehenge (ancestral home of the Druids), Hesperia (home of the Amazons), Hyperboria (land of the wild Cimmerian hill tribes), Tartessos (the infamous "city of sin"). Also featured are the lost continents of Atlantis, Lemuria, and Mu, along with information on trade, resources, and the history of the first and second ages of Atlantis. A superior campaign world or parallel world module!

THE BESTIARY
A compendium of the fabulous creatures and beings of the antediluvian age. Contains rare and unusual mythical beasts, non-human races, expanded listings of demons and devils, undead, sidhe (faery folk), and the myriad dwellers of the spirit planes. Also featuring information on tribes, cults, and clans, plus hard-to-find stats for hundreds of different mammals, reptiles, birds, and sea creatures. An invaluable handbook for adventurers in any fantasy world!

BARD GAMES. P.O. Box 7729 Greenwich, CT 06836

Bard Games
where fantasy becomes reality



THE ARCANUM

Alchemy and magic in the lost world of Atlantis. Contains nearly 500 spells, hundreds of alchemical and magical substances, plus expanded listings of magical and alchemical scripts, ciphers, symbols, wands, and runes. Also featured are optional rules for combat and magic, 32 character classes, new non-human races for player/characters, photo-copyable character sheets and spell cards along with a multitude of interesting game variants.

Fantasy Role-Playing Game Supplement

$14.00

ISBN 0-9610770-5-0